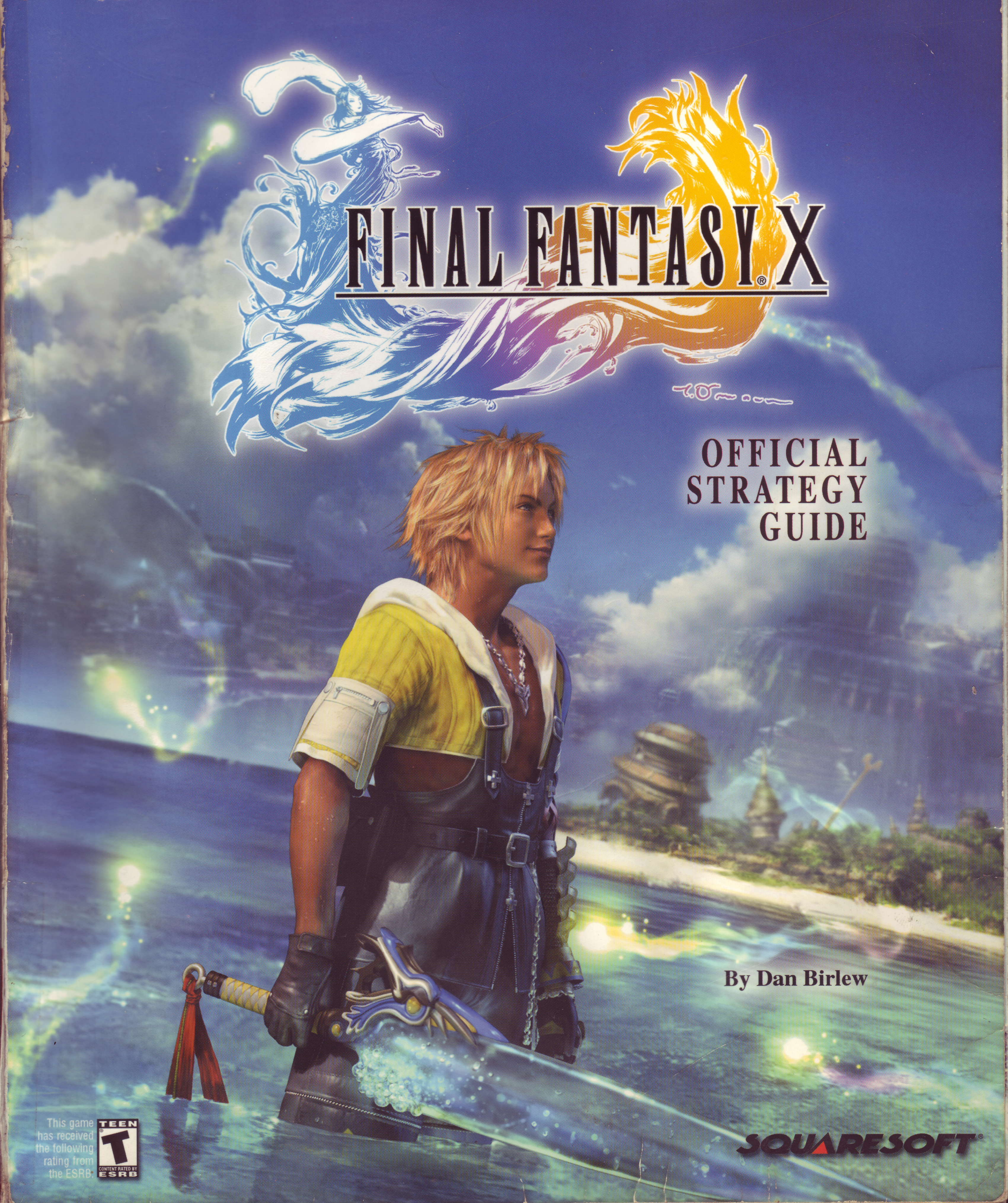
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SIGNATURE SERIES

FINAL FANTASY® X



OFFICIAL STRATEGY GUIDE

By Dan Birlew

This game has received the following rating from the ESRB TEEN T CONTENT RATED BY ESRB

SQUARESOFT®


FINAL FANTASY X

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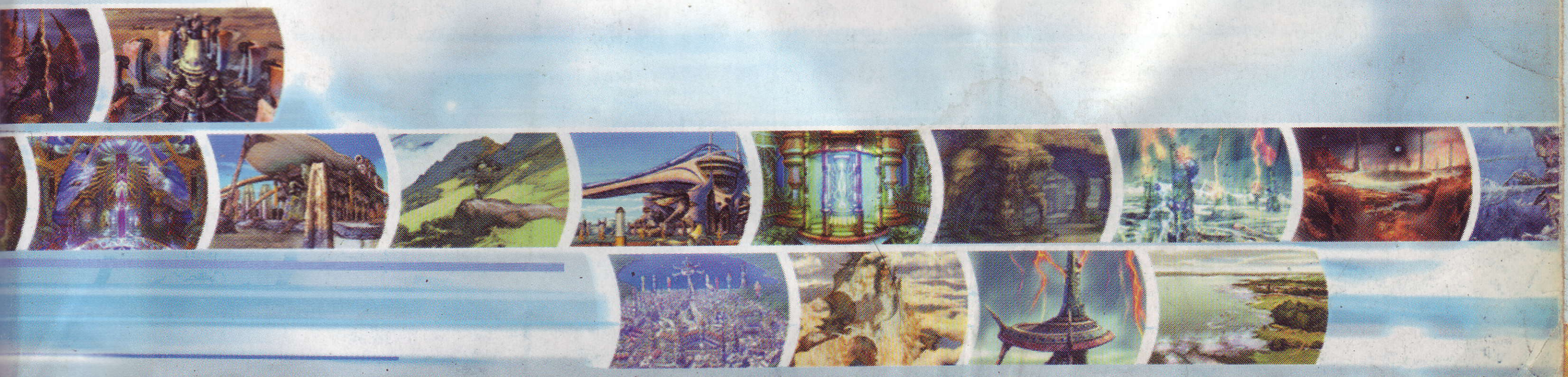
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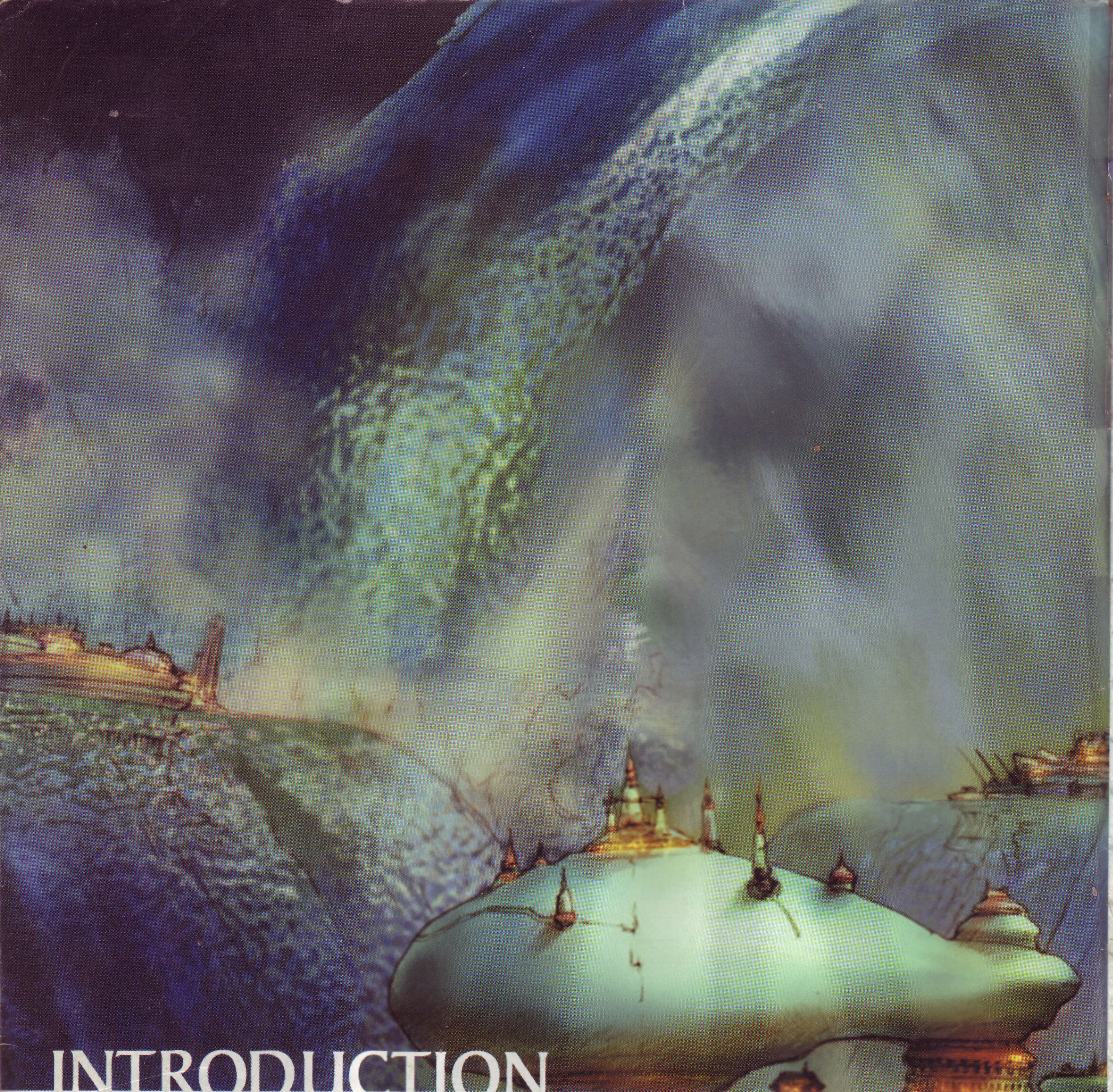
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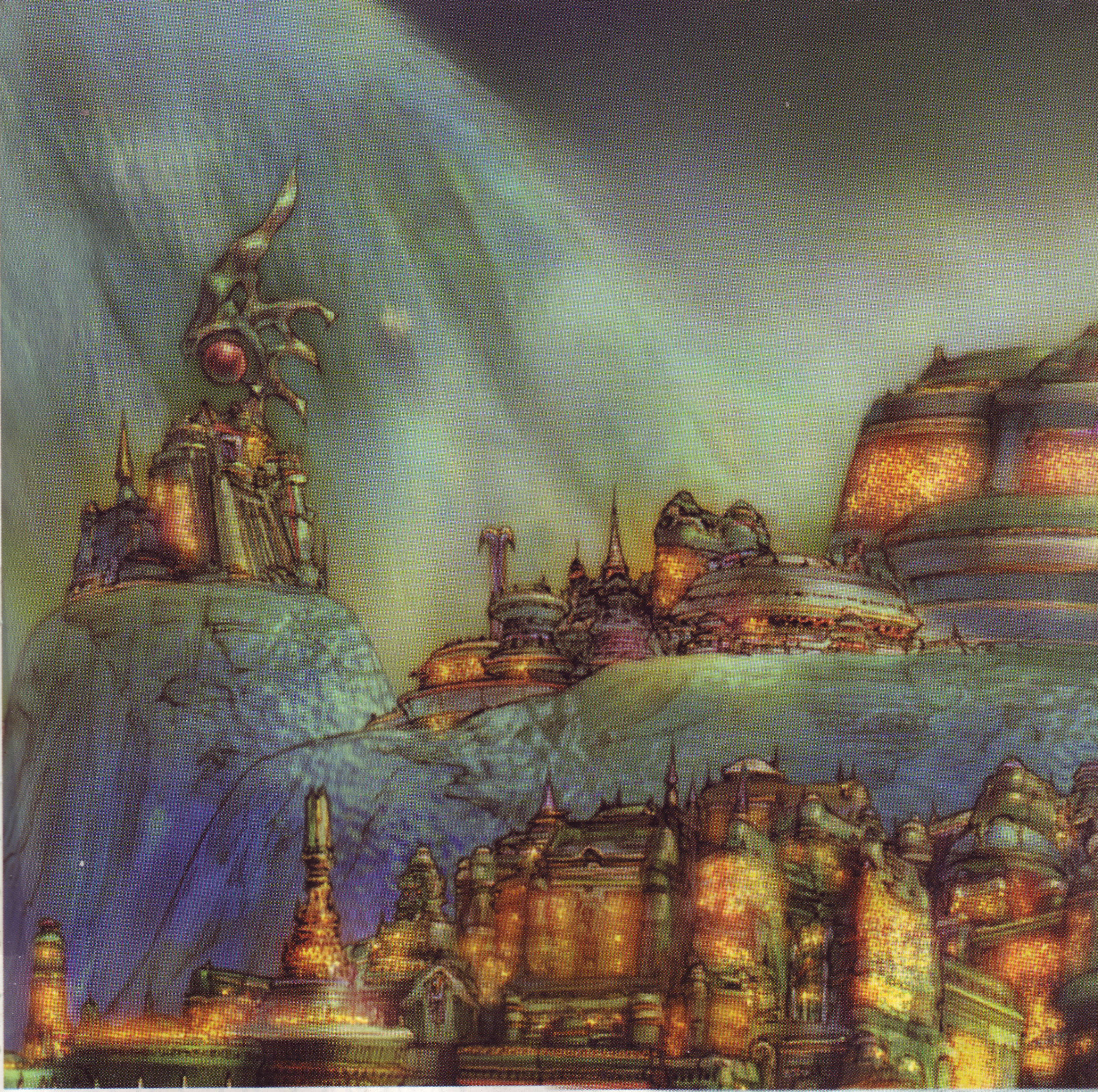




INTRODUCTION

With a tremendous amount of pride, I am pleased to offer you the fully comprehensive *FINAL FANTASY X OFFICIAL STRATEGY GUIDE*. Our intention is to provide you with a comprehensive walkthrough that will get you from the beginning of the game to the end. In addition, we have also documented all the secrets, hidden items, and side quests that are well worth exploring and acquiring in this phenomenal game. The goal all along has been to provide players, whether they are novices or hardcore gamers, with all the knowledge and tools required not only to complete Squaresoft's new masterpiece, but to dominate the game completely. I'm very excited about the book you are holding, and I hope you can sense just how much our guide strives to please.

Although one man's name appears on the cover, this book would have been impossible to complete without the efforts of



several contributing individuals. Wes Ehrlichman was the one who really started this project, by playing through an early version of the game and making notes about puzzles and boss strategies. Shane Mooney basically wrote the first draft of the blitzball chapter, and we took it from there. Jaime Bencia of Squaresoft was an invaluable resource every step of the way, informing us of secret strategies that could be implemented and pointing out nuances in the game that we wouldn't have found otherwise. My wife Laura helped me stay physically healthy and provided me with enough emotional support to basically keep me from going insane. And Tim Cox, the project manager, guided this title from beginning to end with a confidence and professionalism that is extremely rare in this field. All of these people have my extended gratitude and humble thanks for their tremendous contributions to this project.

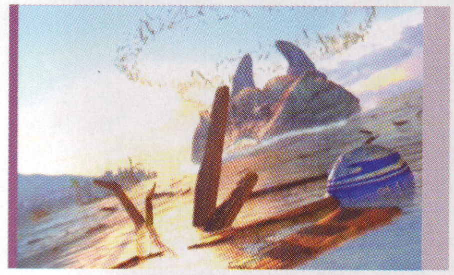
-Dan Birlew



RPG BASICS

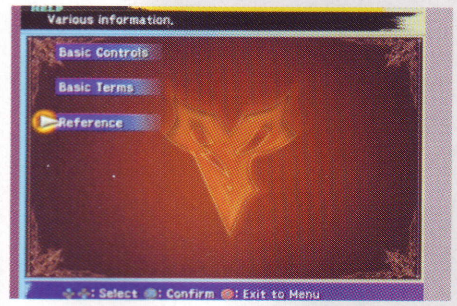
FINAL FANTASY X is a role-playing game, or RPG. This section will acquaint you with terminology and provide tips to help you enjoy the experience.

RPGs can be complex, involving many levels of character management. It's best to focus on the basics first, and then concentrate on more complicated aspects after you've played the game for a few hours.



HELP MENU

The Help menu has three major divisions: Basic Controls, Basic Terms, and Reference. The Basic Controls section summarizes controls for Normal Mode, Battle Mode, and the Menu Screen. The Basic Terms section explains common terms in the game. Lastly, the Reference section provides information on Overdrives, Overdrive Modes, Auto-Abilities, and Command Abilities.



BASICS OF EXPLORATION

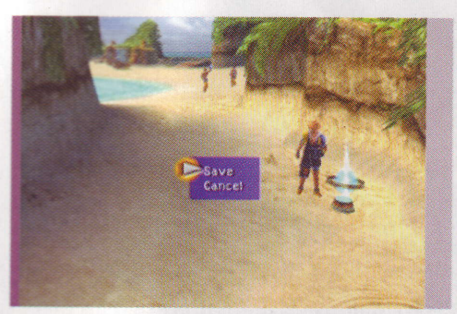
One of the best ways to master *FINAL FANTASY X* is to explore every location thoroughly. Open every door, and speak to every character several times to make sure you hear all they have to say. Many folks will offer you helpful items to aid you in your journey.



You can speak to other characters by pressing ⊗. You also use the ⊗ button to search for useful items, open treasure chests, perform certain actions, and confirm menu choices you make.

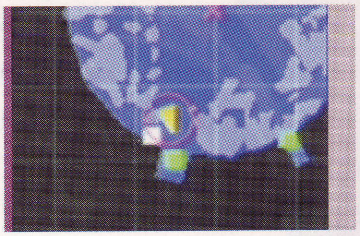
SAVE SPHERES

You can save your game at any Save Sphere. Each time you examine a Save Sphere by pressing ⊗, your entire party's HP and MP will be completely replenished. As the game progresses, Save Spheres will acquire new options.



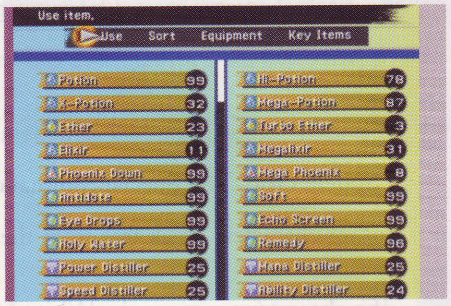
It's best to record each of your saves as a separate file. This way, you can replay any part of the game without having to start from scratch. A good rule of thumb is to save your game as often as possible.

OVERHEAD MAP



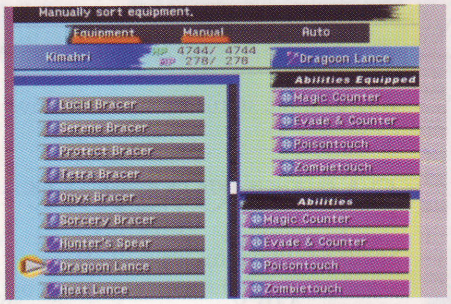
The area in which the party is currently located is displayed on the overhead map. You can turn this function on and off in the Config menu. The map indicates where you can enter and exit an area. Exits are highlighted with green markers, Save Spheres are highlighted with white markers, and a red arrow indicates the direction you should travel next.

ITEMS



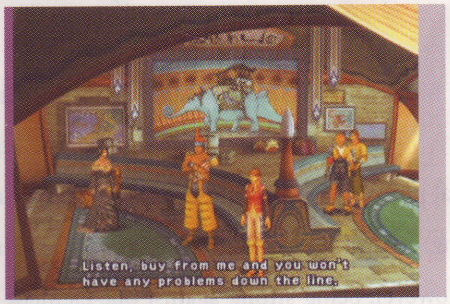
As you explore, you will acquire lots of useful items. Some are key to the storyline or help trigger special events. These items are kept in a separate inventory. However, the vast majority of items are all kept in the same list.

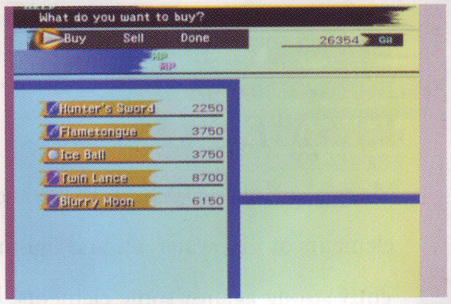
EQUIPMENT



Each character can equip certain types of weapons and armor. When you're equipping a character, the menu displays all equipment in your inventory available for him or her. Use the Sort command to organize the party's equipment.

SELLING EQUIPMENT





Each weapon and piece of armor has a resale value. Use the option to sell your equipment at inns or shops. Hold onto weapons and armor with rare abilities, and those with multiple empty slots that you can customize. You should dispose of equipment with lesser abilities, or stuff that you haven't used in a long time.

BASICS OF COMBAT

During this journey, the party must face wave after wave of fiends. But fear not, *FINAL FANTASY X* has an innovative combat system that is easy to learn.

BATTLE MODE



When a battle occurs, combat proceeds in a turn-based fashion. When the party's turn comes up, the battle will wait for you to input your next command. After you defeat an enemy, Ability Points are awarded to all the characters who participated in the fight.

HELP WINDOW

The bar at the top of the screen displays various information about enemies, commands, and actions. The Help window displays additional information when the Sensor ability is equipped, or when Scan has been cast on an enemy. You can disable the Help window in the Config menu.

COMMAND WINDOW

Each character has a different set of commands based on his or her abilities. Every character has the Attack ability, but some party members do not have the strength to cause a decent amount of damage with a weapon.

The Skills command opens a menu of combat skills available to the character. Characters can learn these skills through the Sphere Grid. The Special command opens a menu of special techniques that are usually learned by only one character, or until other characters break free from their sectors of the Sphere Grid.

If a character possesses the White Magic or Black Magic command, that character can cast spells. White magic is used primarily to heal and protect the party, whereas black magic is used to attack and damage the enemy.

The Item command enables the character to use potions or medicines on himself or others. You can damage enemies afflicted with zombie status by using curative items like Potions or Phoenix Downs.

CASTING MAGIC

Spells are powerful ways of attacking enemies or protecting characters, but they consume MP. You can cast most spells at only one character or enemy, but some will affect the whole group at once.



ELEMENTS

Many black magic spells have elemental properties, which means they draw upon the elements of fire, water, ice and lightning. Enemies from various regions will be inherently strong against some elements. However, being strong against one element may make a fiend weak against the opposite element.



COLOR	ELEMENT	WEAK AGAINST
Red	Fire	Ice
Yellow	Lightning	Water
Blue	Water	Lightning
White	Ice	Fire

SUBCOMMAND WINDOW

To access the Subcommand window, press right on the left analog stick. This menu enables characters to change equipment during battle, or attempt an escape from battle.

The Weapon and Armor commands enable a character to change equipment during battle. If you are fighting an elemental creature, use the Weapon command to equip a weapon that strikes with the opposite element to inflict more damage. Similarly, if your character keeps getting put to sleep, then use the Armor command to equip armor bearing the Sleep Ward or Sleepproof ability.

The Escape command allows one character to run from battle. Keep in mind, however, that this option doesn't always work. Also, you cannot escape from boss fights. You can also use Tidus's Flee ability to have your entire party escape from enemies. This command works more reliably than Escape, but doesn't allow you to escape boss battles.

TRIGGER COMMANDS



Trigger commands usually occur only in key boss fights and involve changing the party's formation, manipulating nearby objects, or even talking to the foe.

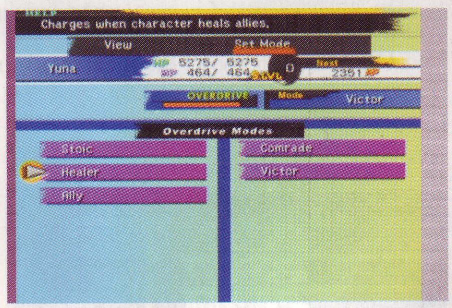
STATUS



The party's status appears in the bottom-right corner of the battle screen. It shows each character's HP, MP, and Overdrive gauge. It changes from white to yellow when the character's HP falls beneath half his max HP.

Overdrive

When a character's Overdrive gauge fills completely, he or she can perform a unique special attack. The speed at which the Overdrive gauge fills is based upon the criteria of the Overdrive mode that is selected for that character. At the beginning of the game, each character only knows the Stoic Overdrive mode. In this mode, the Overdrive gauge charges whenever the character takes damage from a foe.



To change a character's Overdrive mode, enter the Overdrive menu for that character and hit ● to return the cursor to the main commands. Select Set Mode and confirm the action. The list of Overdrive modes currently available to the character will be listed. Choose one and confirm it.

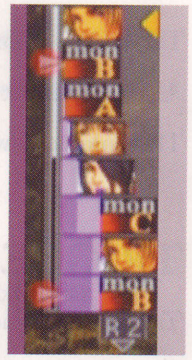
By carefully observing how each character contributes to a fight, you can best decide how to set his or her Overdrive mode. If Tidus defeats an enemy each time he attacks, then set his Overdrive mode to Slayer. If Yuna casts restorative magic often, set hers to Healer. If Wakka is effective at inflicting status ailments on fiends, set his to Tactician. The fastest way to reach Overdrive depends upon how the character contributes during battle.

DEFENDING

Sometimes the best maneuver is not to take any action at all. For example, if an enemy launches a powerful attack every other round and is about to do it again, use the Defend command ▲.

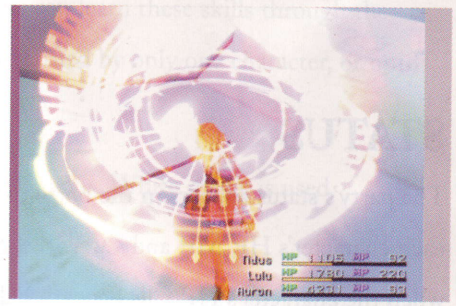
Rather than attack or cast spells, each character will guard against attacks until his or her next turn. While defending, characters take half damage from physical attacks. However, spells will inflict the same damage even when the character is defending.

CTB WINDOW



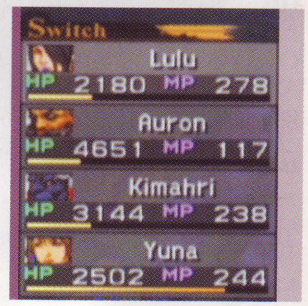
During battle, the window on the right side of the screen displays the order in which character and enemy turns will proceed. This is an invaluable resource for planning your strategy against fiends, because you can see exactly when their attack is coming. The picture at the top of the list indicates the next in line to attack. All enemies are designated with a letter (A, B, C, etc.). Knowing this, you can focus your next attack against the next enemy before its turn. You can also refer to the CTB Window to determine how to heal or cure your characters.

Affecting Character Turns

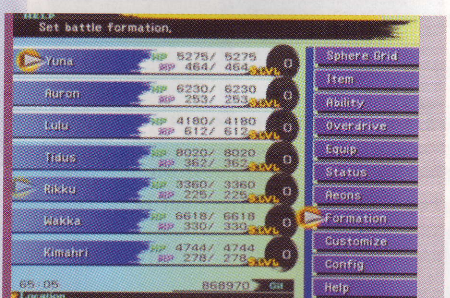


Different actions require different amounts of recovery time, and will thus have varied effects on the order of turns displayed in the CTB Window. To preview how your actions will affect the CTB Window order, just select the command you want to use and select the target of your action without executing the action.

SWITCH MENU



You are not limited to the abilities or shortcomings of the characters who begin a fight. On any character's turn, press L1 to access the Switch menu. This displays all of the characters who are not currently involved in the battle. Select one of them and press ⊗ to bring him or her into battle. The character switched in can act immediately, so no turns are lost.



FORMATION

It's important to start battles off with the right party members whenever possible. To set your battle formation before a fight, enter the Main menu. Use the Formation command to set your frontline characters into the top three slots.

ENEMY INFO WINDOW



By equipping a weapon with the Sensor ability, you can see the HP, strengths, and weaknesses of an enemy. You'll have a much easier time strategizing against an enemy when you know its weak points.

STATUS AILMENTS

Status ailments are an important part of combat, both for your characters and for the enemy. All status ailments disappear after a battle, but sometimes you can't wait that long. The white magic spell Esuna will remove almost any status impairment in battle. You can also use items to cure these afflictions. The following information provides a quick reference to these items.

Status	Effect	Cure With
Darkness	Hampers the ability to attack.	Eye Drops, Remedy
Silence	Can't cast spells.	Echo Screen, Remedy
Poison	Gradually lose HP every round.	Antidote, Remedy
Sleep	Put to sleep; can't attack.	Remedy
Petrified	Turned to stone.	Soft, Remedy
Confusion	Can't distinguish friend from foe.	Remedy
Berserk	Uncontrollable, will only attack.	Remedy
Zombie	Character is hurt by curative magic and items.	Holy Water, Remedy
Slow	Turns occur less often than normal.	Remedy

OVERKILL



Overkill appears when you defeat an enemy with more force than is required. Usually, this increases the amount of AP and items the party receives after the battle. On certain rare occasions, it decreases the number of items received.

KO



When characters' HP is reduced to zero, they are considered KO'd (knocked out). If your entire front line gets KO'd, then the game ends. However, as long as one character survives or flees the battle, the game continues. Resuscitate the fallen by using a Phoenix Down. If more than one party member is down, use a Mega Phoenix to resurrect them. The Life and Full-Life spells can also revive KO'd party members.

ABILITY POINTS

What is all this fighting and suffering worth? Winning battles against enemies awards the characters with Ability Points, or AP. Each enemy is worth a predetermined amount of AP. This amount generally increases when an Overkill occurs. After acquiring enough AP, a character will gain a Sphere Level.

SPHERE LEVELS

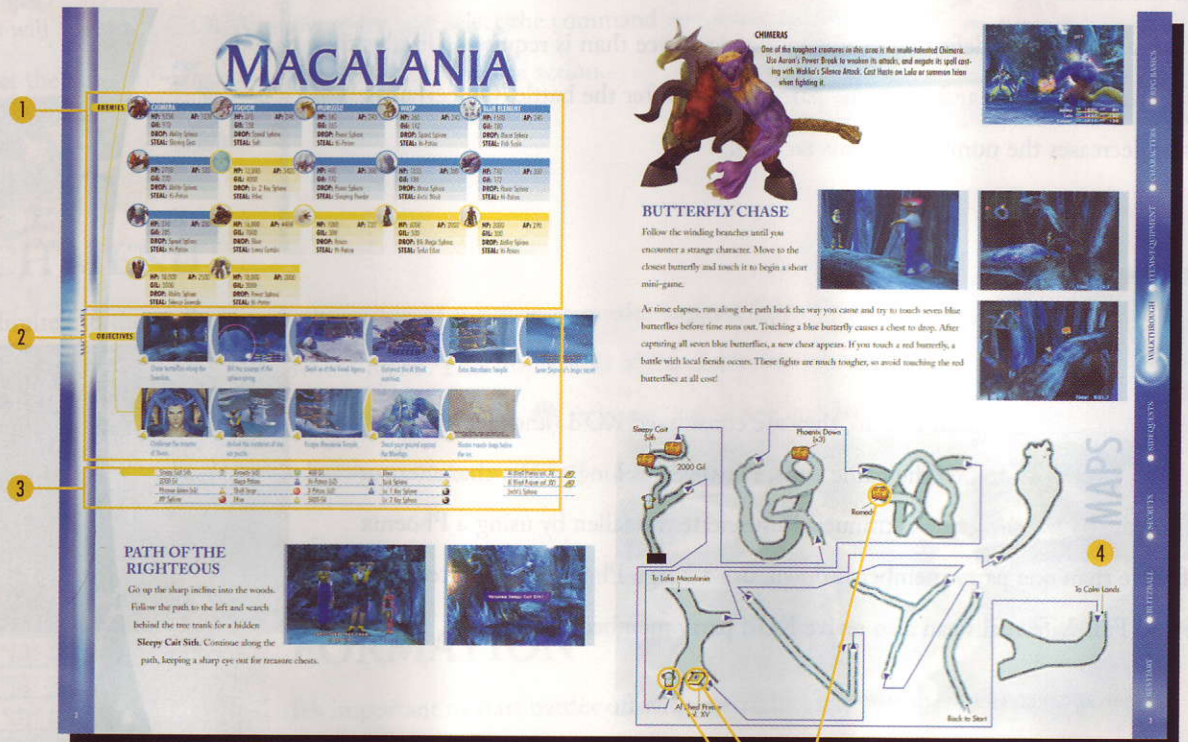
Each Sphere Level enables a character to move one step on the Sphere Grid. This permits the character to activate nearby nodes to raise attributes such as Strength, Defense, Magic, Agility, etc. Moving across the Sphere Grid is also how the characters learn new abilities, skills, and spells.

USING THIS BOOK

The walkthrough is broken into smaller, more usable sections detailing each particular area of the game. Each section has its own setup, which includes a listing of enemies and items and a specific set of objectives. Also, area maps of relevant locations are included in each section.

The enemy boxes located at the start of each area are color coded to distinguish the regular fiends from the bosses. All bosses appear in yellow, while regular enemies appear in blue. Regular items and key items are listed separately.

1. **Enemies encountered in a particular area.**
2. **Objectives for each area.**
3. **Items and Key Items found in an area.**
4. **Area maps.**



Indicate items in treasure boxes.

Show the location of Al Bhed Primers.

Save Spheres.

Area maps are also an important part of each walkthrough section. The maps serve two functions: 1. They show the critical path through each area. 2. They indicate the contents of treasure chests and the location of Save Spheres.

It's best to refer to the area maps before exploring an area in full, as you can determine for yourself if it's worth the extra effort to gather the contents of every treasure chest in an area.

BOSS FIGHTS

Throughout the walkthrough, boss fights are always called out from the regular walkthrough text. Each boss fight has a yellowish-orange background, complete with its own stats. The top portion above the Info Window covers the typical information like HP (hit points), AP (ability points), weakness, and the ability to steal from the boss.

The bottom box resembles the Info Window from the game. It basically provides a quick reference of a monster's strengths and weaknesses to elemental attacks. The information to the left (WEAKNESS, ABSORPTION, IMMUNITY, and HALF DAMAGE) describes the effect of the elemental attack on the monster. The bubbles to the right, when highlighted, indicate that a particular elemental attack has some sort of effect. The color code works as follows:

Red	Fire
Yellow	Lightning
Blue	Water
White	Ice


BOSS FIGHT

SINSPAWN GUI

HP: Head: 4000 (800), Body: 12,000 (800), Arm: 800 (500)
AP: (carried over)
WEAKNESS: None
STEAL: N/A

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

One of the toughest battles thus far can be much easier if you've already learned a few important abilities. Start off with Lulu, Wakka, and Yuna on the battlefield. Occasionally, the head will begin to move. When this occurs, counter the impending attack with any long-range attack or spell. If you elect not to do so, be prepared to use Yuna's Esuna spell to reverse the effects of the boss's Venom attack. Attack and cast spells at the creature's head, and keep pummeling it until it dies and turns gray.

After eliminating the head, switch to a new strategy by bringing in heavy hitters like Auron and Kimahri. Eliminate the boss's arms first, since they will deflect any attacks to the body. If Lulu knows any second-level spells, she can eradicate an arm with a single casting. Make sure you rotate in all the characters, so that everyone receives the massive AP award. The arms will regenerate every third turn Gui takes, but the battle ends once the body is defeated.

SPIRA





TIDUS



Tidus is a cheerful young teenager, the star blitzball player for the Zanarkand Abes. He has long resented his father, a renowned blitzball player who disappeared during Tidus's youth. Tidus's quick moves allow him to attack even the swiftest foes with ease.

TIDUS IN FORMATION

Bring Tidus into the party whenever an enemy is too agile for other characters to hit. He can eliminate swift, four-legged creatures with ease. As his strength and agility improve, he will become able to eliminate aerial enemies as well.

TIDUS ON THE SPHERE GRID

As Tidus advances from his starting point, he can learn many support spells such as Haste and Slow. Tidus's main benefit to the party is his ability to increase the frequency of the party's turns and reduce those of the enemy through abilities like Hastega, Slowga, Delay Buster, and Quick Attack.

After you complete Tidus's section of the Sphere Grid, he can proceed into Yuna's. Teaching Curaga, Dispel, and Reflect to Tidus is a good idea, but his low Magic attribute makes him a weak healer.

A SUMMONER AND HER GUARDIANS

This chapter not only acquaints you with the characters who will join the party at various points in the game, but also provides some pointers on how to utilize each character in combat and how each character develops on the Sphere Grid.



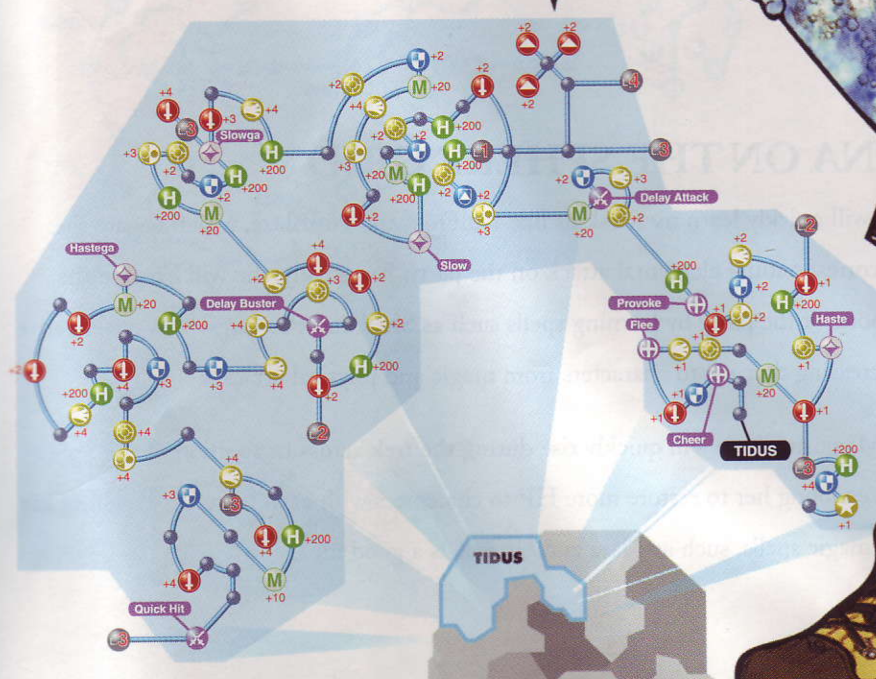
OVERDRIVE

Overdrive	Target	Attempts Required to Learn
Spiral Cut	One enemy	Default
Slice & Dice	Random	Perform 10 successful Overdrives
Energy Rain	All enemies	Perform 30 successful Overdrives
Blitz Ace	All enemies	Perform 80 successful Overdrives

OVERDRIVE: SWORDPLAY

Tidus executes devastating sword attacks against one or all enemies through his Overdrives. After choosing an Overdrive technique, watch the meter carefully and press ⊗ when the cursor is in the middle of the bar. The strength of Tidus's Overdrive attack depends upon how much time remains on the timer. The more Tidus uses his Overdrive, the more techniques he will learn.

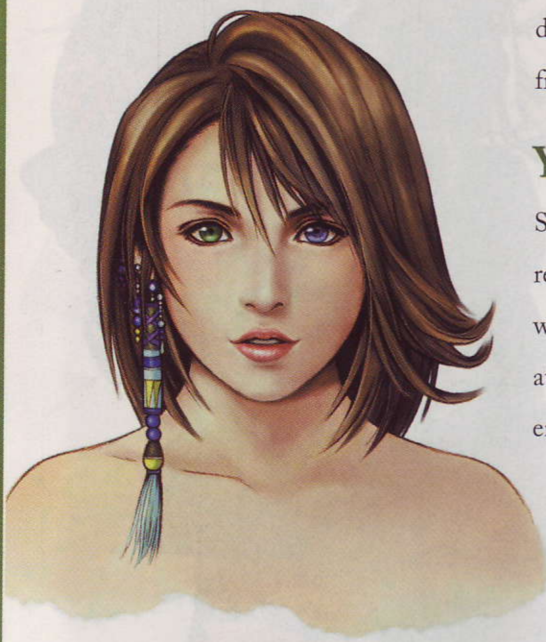






YUNA

Yuna is the daughter of the high summoner who defeated Sin to bring about the "Calm," a time of peace. Yuna embarks on a pilgrimage to obtain the final aeon and defeat Sin. To complete her quest, Yuna has enlisted the aid of her most trusted friends as her guardians.



YUNA IN FORMATION

Since Yuna already knows the Cure spell and will learn many more protective and restorative spells as she travels across the Sphere Grid, bring her into the action whenever other party members need healing or status ailments cured. Her physical attacks are ineffective, but by summoning aeons Yuna can cause more damage to enemies than any other character.

YUNA ON THE SPHERE GRID

Yuna will quickly learn useful skills like NulFrost and NulBlaze, which negate the next corresponding elemental attack on the party. Eventually, she will become the backbone of the party by learning spells such as Shell and Protect, which are effective at decreasing damage to characters from magic and physical attacks.

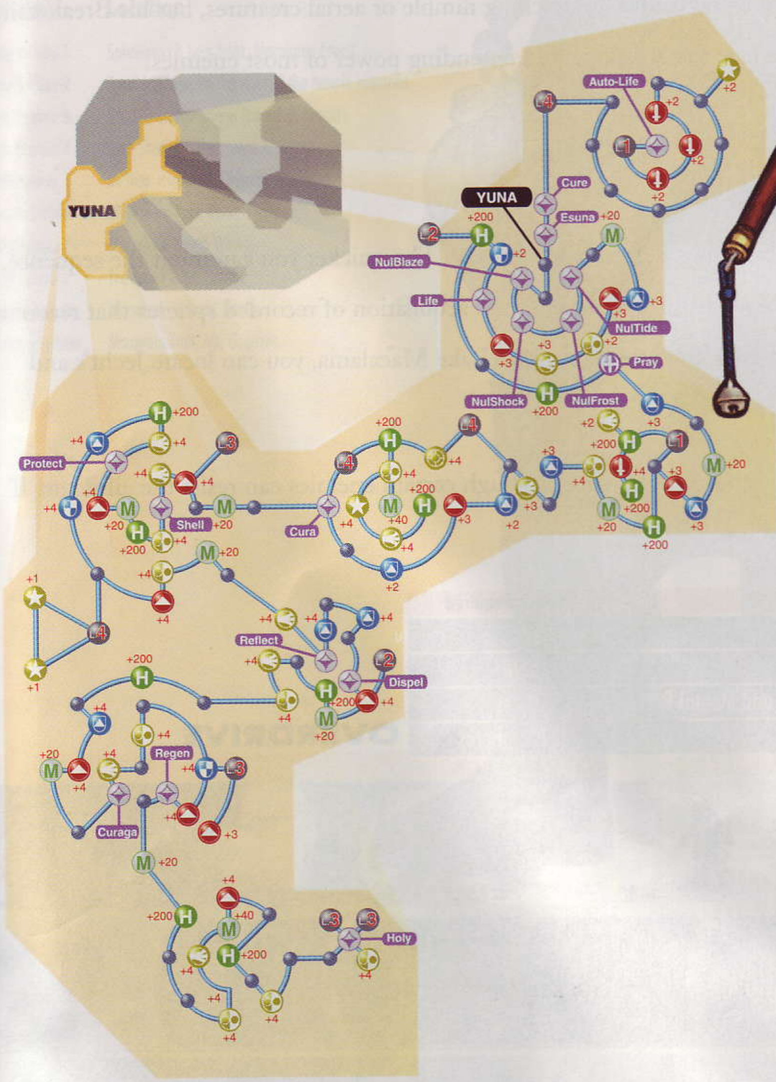
Her Magic attribute will quickly rise during the trek across her section of the Sphere Grid, enabling her to restore more HP to characters with each increase. Teaching her black magic spells, such as Flare and Ultima, is a good idea.



OVERDRIVE

OVERDRIVE: GRAND SUMMON

Yuna's Overdrive is Grand Summon. Any aeon so summoned will appear with a full Overdrive gauge. After the aeon uses its Overdrive attack, its gauge will revert to its previous condition. Thus, the previous gauge isn't wasted.







AURON

The legendary guardian who accompanied High Summoner Braska on the pilgrimage to defeat Sin ten years ago. Auron guides Yuna and Tidus on their mission to vanquish Sin once more. He swings his gigantic sword with such power that even the toughest fiends are cut asunder.

AURON IN FORMATION

Almost all of Auron's massive blades bear the Piercing ability, so you should bring Auron into battle when facing an enemy with a hard shell. Auron is ineffective at attacking nimble or aerial creatures, but his Break abilities reduce the attacking and defending power of most enemies.

OVERDRIVE: BUSHIDO

Auron's Overdrives require the swift input of button combinations before time runs out. The quicker you can input the sequence, the more powerful Auron's attack becomes. Auron gains new Overdrives through the acquisition of recorded spheres that recount the journey of Auron's adventures with Braska. After defeating the Spherimorph at Lake Macalania, you can locate Jecht's and Braska's Spheres that are scattered across Spira.

The status ailments are inflicted only when the command input is successful, although certain enemies can resist the ailments. If resisted, the damage inflicted is slightly increased to compensate.

Overdrive	Target	Status Ailment	Spheres Required
Dragon Fang	All enemies	Delay	Default
Shooting Star	One enemy	Eject	1 Sphere
Banishing Blade	One enemy	Power Break, Armor Break, Magic Break, and Mental Break	3 Spheres
Tornado	All enemies	None	All 10 Spheres

OVERDRIVE



AURON ON THE SPHERE GRID

As Auron gains Sphere Levels, his HP and Strength will sky-rocket. Once he reaches the end of his section on the Sphere Grid, it's a good idea to move him into Tidus's section. By doing so, you can increase his Agility so he can attack more often.



SPHERE LOCATIONS

Sphere	Location
Jecht Sphere 1	Spherimorph boss fight, Macalania Forest.
Jecht Sphere 2	Besaid Village, to the right of the temple entrance.
Jecht Sphere 3	SS Liki, on the bridge (board at Besaid).
Jecht Sphere 4	Luca Stadium, Basement A.
Jecht Sphere 5	Mi'ihen Highroad, Oldroad, South.
Auron's Sphere	Mushroom Rock Road, Precipice.
Jecht Sphere 6	Moonflow, South Wharf.
Jecht Sphere 7	Thunder Plains, South.
Jecht Sphere 8	Macalania Woods, South.
Braska's Sphere	Mountain Trail, Mt. Gagazet.





KIMAHRI RONSO



A young warrior of the Ronso tribe, Kimahri watched over Yuna during her early years. He is devoted to Yuna and serves her loyally as a guardian. Kimahri can learn the special attacks of enemies with his Lancet ability.

KIMAHRI IN FORMATION

Kimahri is a versatile character. The fact that he begins in the center of the Sphere Grid is an advantage, because you can then choose any direction to further Kimahri's development on the Sphere Grid. It all depends on how you choose to develop Kimahri.

KIMAHRI ON THE SPHERE GRID

Kimahri has a small area on the Sphere Grid. Soon, the player must choose a path of another character for Kimahri to emulate and unlock it using a Lv. 1 Key Sphere. If you want Kimahri to hit harder, follow Wakka's path. To make Kimahri into a thief, follow Rikku's path. If you want Kimahri to become more agile and learn Haste, follow Tidus's path. Lastly, if you want Kimahri to cast magic, follow Yuna or Lulu's path. Pick a path of your liking and follow it.

Develop Kimahri to suit your own preferences, and you'll probably enjoy using him more in combat.

OVERDRIVE: RONSO RAGE

Except for Jump, Kimahri learns enemy skills by using the Lancet ability. Once you see a monster using one of the abilities listed on the next page, bring in Kimahri and use Lancet. Kimahri's Overdrive gauge will instantly fill up whenever he learns a new technique.



OVERDRIVE

- Jump
- Fire Breath
- Seed Cannon
- Self-Destruct
- Thrust Kick
- Stone Breath
- Aqua Breath
- Doom
- White Wind
- Bad Breath
- Mighty Guard
- Nova







WAKKA

Although he's the captain of the Besaid Aurochs blitzball team, Wakka plans to retire from the sport after this year's tournament so that he can devote himself entirely as Yuna's guardian. His deadly blitzball is especially useful for shooting down aerial enemies.

WAKKA IN FORMATION

Bring in Wakka any time you encounter flying creatures. Wakka is the only character who can hit them with great accuracy *without* casting spells. With his ability to inflict status ailments early in the game, use Wakka against stronger enemies to blind, silence, or put them to sleep.

WAKKA ON THE SPHERE GRID

Wakka's definitely one of the better attackers, but his Defense and Magic Defense develop more slowly. Wakka will acquire skills that inflict darkness, silence or sleep on enemies, as well as black magic spells that drain the HP and MP from enemies. Upon reaching the end of his portion of the Sphere Grid, you can continue to develop his Strength, Defense, and Magic Defense in Auron's section of the Sphere Grid.

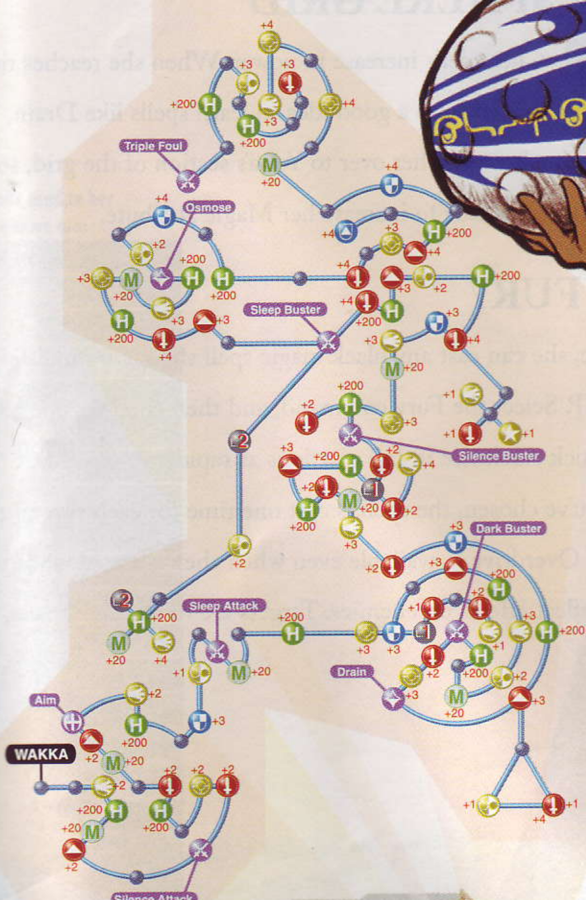
OVERDRIVE: SLOTS

Wakka starts off with Element Reels and acquires his other Overdrives by winning blitzball games in both League and Tournaments. Whenever you use Wakka's Element Reels Overdrive, slot wheels start spinning. If you match all three wheels, then Wakka performs a single-elemental attack against all enemies. If you match up two wheels, then he performs a double-elemental attack against a single, randomly-chosen enemy. If no wheels match up, Wakka performs a physical attack against one randomly-chosen enemy. A similar concept is employed in his other Overdrives.



OVERDRIVE

- Element Reels
- Attack Reels
- Status Reels
- Aurochs Reels









LULU

Lulu's experience and wisdom are valuable assets to the party. She treats Yuna as though she were her younger sister. Although she may seem insensitive at times, there are depths to her emotions that only her closest friends can understand.

LULU IN FORMATION

Bring in Lulu whenever an enemy is strong against physical attacks or weak against a specific element. Her spellcasting enables her to attack from long range, and she can eliminate aerial enemies as well. However, her weak physical defense and low HP make her vulnerable to physical attacks.

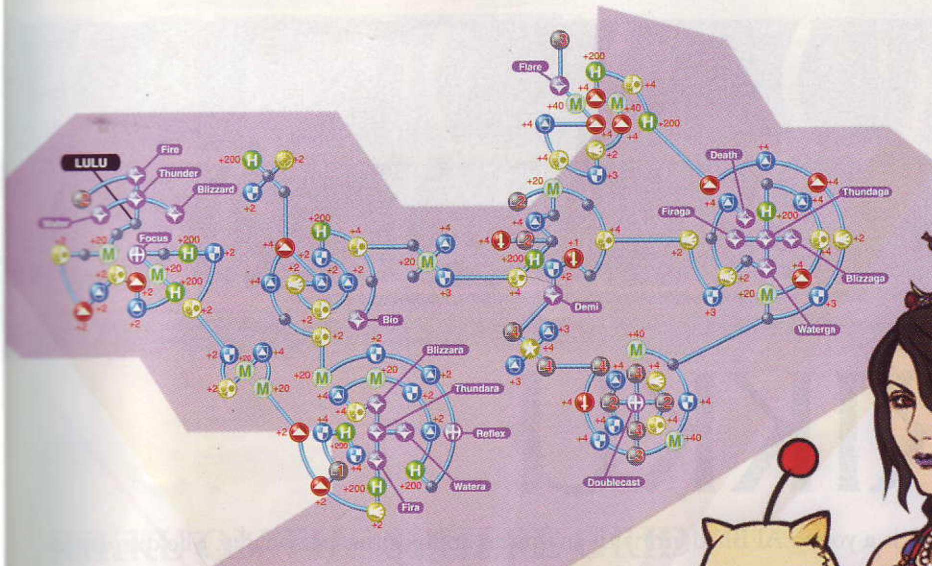
LULU ON THE SPHERE GRID

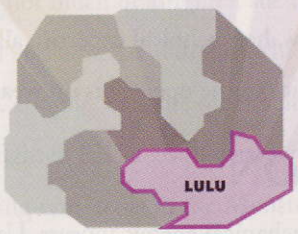
As Lulu's Magic attribute rises, her spells increase in power. When she reaches the end of her portion of the Sphere Grid, it's a good idea to learn spells like Drain, Osmose, and Ultima. You can also move her over to Yuna's section of the grid, so that she can learn white magic and continue to increase her Magic attribute.

OVERDRIVE: FURY

When Lulu hits Overdrive, she can cast any black magic spell she knows multiple times without spending MP. Select the Fury command, and then choose a spell. Start rotating the right analog stick clockwise in full rotations as rapidly as possible. Depending on the spell you've chosen, the spell is cast one time for each several times you rotate the stick. Lulu's Overdrive is available even when she's silenced, and isn't affected by any Shell or Reflect effects on enemies. Targets are randomly chosen.









Spells used in her Overdrive are:

Fire
Thunder
Water
Blizzard
Fira
Thundara
Watera
Blizzara
Firaga
Thundaga
Waterga
Blizzaga
Bio
Demi
Death
Drain
Osmose
Flare
Ultima

OVERDRIVE





RIKKU



Rikku is a young Al Bhed girl with an upbeat and positive personality. She dismantles mechanical enemies with ease, and can steal items from enemies as well. When Rikku joins the party near the Moonflow, her technical expertise allows you to start customizing equipment by adding abilities to the open slots on weapons and armor.

RIKKU IN FORMATION

Switch Rikku into battle whenever a mechanical enemy appears. Using her Steal command, Rikku can destroy machina by taking a vital item from it. Rikku's physical attack is weak at first, so it is best for her to use items like Grenades and Smoke Bombs to attack enemies.

Make sure you steal often when using Rikku. At first, she is the only character who can use Al Bhed Potions. These items restore 1000 HP to all characters and removes poison, silence, and petrification.

OVERDRIVE: MIX

Rikku's Overdrives are created by mixing any two items. The following is a list of the combinations. Note that there are 64 total!

A complete graph of recipes can be found on the poster included in this book.

- Grenade
- Frag Grenade
- Pineapple
- Potato Masher
- Cluster Bomb
- Tallboy
- Blaster Mine
- Hazardous Shell
- Calamity Bomb
- Chaos Grenade
- Heat Blaster
- Firestorm
- Burning Soul

- Brimstone
- Abaddon Flame
- Snow Flurry
- Icefall
- Winter Storm
- Black Ice
- Krysta
- Thunderbolt
- Rolling Thunder
- Lightning Bolt
- Electroshock
- Thunderblast
- Waterfall
- Flash Flood
- Tidal Wave
- Aqua Toxin
- Dark Rain

- Nega Burst
- Black Hole
- Supernova
- Ultra Potion
- Panacea
- Ultra Cure
- Mega Phoenix
- Final Phoenix
- Elixir
- Mega Elixir
- Super Elixir
- Final Elixir
- NulAll
- Mega NulAll
- Hyper NulAll
- Ultra NulAll
- Mighty Wall

- Mighty G
- Super Mighty G
- Hyper Mighty G
- Vitality
- Mega Vitality
- Hyper Vitality
- Mana
- Mega Mana
- Hyper Mana
- Freedom
- Freedom X
- Quartet of 9
- Trio of 9999
- Hero Drink
- Miracle Drink
- Hot Spurs
- Eccentric



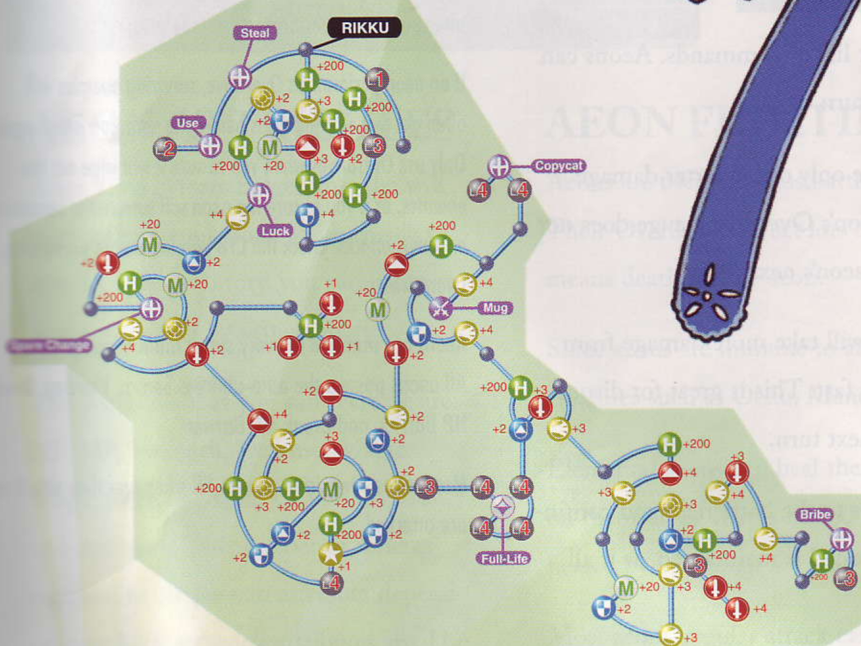
OVERDRIVE



RIKKU ON THE SPHERE GRID

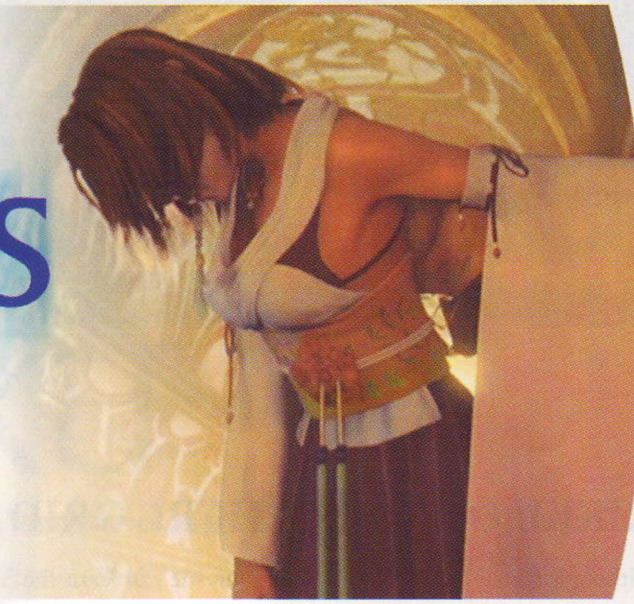
Although Rikku is not much of a fighter, she can learn the Mug ability which lets her steal and attack simultaneously. Mug enemies with a weapon that inflicts poison, zombie, or some other status ailments, and she quickly becomes a deadly fighter. Rikku also learns how to Bribe enemies, which is useful for acquiring rare items in the Monster Arena.







AEONS



The purpose of a summoner's pilgrimage is to visit the temples in each of the major locations in Spira. Once there, the summoner must enter the Chamber of the Fayth and pray for the power to call upon spiritual beings for protection. These beings are called aeons.

SUMMONING AEONS

After Yuna has entered a temple and received the blessing of the fayth, the aeon may be summoned in battle. The summoner must pass through a Cloister of Trials to reach the Chamber of the Fayth.

The aeon is summoned to perform devastating attacks against enemies, and its Overdrive attacks are impressive to behold. You can shorten the aeon's entrance scene in the Config menu. By using the Short option, each aeon's full summon animation and full Overdrive attack are only shown once.

OTHER AEON COMMANDS

Press right on the directional pad to display another list of commands. Aeons can use the abilities Shield, Boost, and Dismiss on any turn.

Shield causes the aeon to defend. The aeon will take only one-quarter damage from both magic and physical assaults. Sadly, the aeon's Overdrive gauge does not fill even when attacked. These effects last until the aeon's next turn.

Boost causes the aeon to lower its own defenses. It will take more damage from attacks, but its Overdrive gauge will charge twice as fast. This is great for disposing of weaker enemies. Boost lasts until the aeon's next turn.

Dismiss sends the aeon away. The party then returns to the battlefield and continues the fight. The order of turns before Yuna summoned is maintained, as if all the aeon's actions took place during Yuna's turn.

AEON ABILITIES

Once you receive the key item Summoner's Soul, you can use items to teach aeons new abilities. These include stronger spells, curative magic, support magic, as well as any special techniques and skills that the characters can learn.

AEON POWERS

After Yuna summons an aeon, it can take its turn immediately. Most aeons start with a regular attack and a unique attack. Many aeons can cast black and white magic as well. Later in the game, most aeons can learn new command abilities just like your characters.

Aeons' unique attacks may be less powerful than their regular attacks, but unique attacks often have other useful properties. Unique attacks often have more recovery time as well, so enemies might get to attack more than once after your aeon performs its unique attack.

If an aeon performs its Overdrive, surviving enemies will often get two or three turns before the aeon can attack again. Only use Overdrives when you're sure it will wipe out the enemies, or if you're sure the aeon will survive the remaining enemies' attacks. Check the CTB Window before performing Overdrives.

Aeons are immune to every status ailment except curse. All aeons possess the auto-abilities Sensor, Piercing, Break HP Barrier, and Break MP Barrier.

Most aeons' Overdrive gauges fill whenever they attack or are attacked.

THE EXCEPTION TO THE RULE

You cannot teach abilities to Yojimbo or the Magus Sisters.

Ability	Items Required
Dark Attack	Smoke Bomb (x6)
Silence Attack	Silence Grenade (x3)
Sleep Attack	Sleeping Powder (x3)
Dark Buster	Smoke Bomb (x12)
Silence Buster	Silence Grenade (x10)
Sleep Buster	Sleeping Powder (x10)
Delay Attack	Silver Hourglass (x20)
Delay Buster	Gold Hourglass (x30)
Zombie Attack	Holy Water (x99)
Triple Foul	Skill Sphere (x4)
Power Break	Stamina Spring (x8)
Magic Break	Mana Spring (x4)
Armor Break	Lv. 2 Key Sphere (x2)
Mental Break	Shining Thorn (x4)
Pray	Healing Water (x5)
Cheer	Power Sphere (x5)
Aim	Speed Sphere (x5)
Focus	Mana Sphere (x10)
Reflex	Speed Sphere (x10)
Scan	Ability Sphere (x10)
Luck	Fortune Sphere (x2)
Jinx	Fortune Sphere (x2)
Lancet	Soul Spring (x20)
Doublecast	Three Stars (x5)
Cure	Hi-Potion (x99)
Cura	X-Potion (x30)
Curaga	Mega-Potion (x60)
NulBlaze	Bomb Fragment (x2)
NulShock	Electro Marble (x2)
NulTide	Fish Scale (x2)
NulFrost	Antarctic Wind (x2)
Scan	Ability Sphere (x10)

Ability	Items Required
Life	Elixir (x8)
Full-Life	Megalixir (x1)
Haste	Chocobo Feather (x10)
Hastega	Chocobo Wing (x16)
Slow	Silver Hourglass (x4)
Slowga	Gold Hourglass (x8)
Shell	Lunar Curtain (x4)
Protect	Light Curtain (x6)
Reflect	Star Curtain (x3)
Dispel	Purifying Salt (x3)
Regen	Healing Spring (x50)
Holy	Blessed Gem (x60)
Fire	Bomb Fragment (x1)
Thunder	Electro Marble (x1)
Water	Fish Scale (x1)
Blizzard	Antarctic Wind (x1)
Fira	Bomb Core (x2)
Thundara	Lightning Marble (x2)
Watera	Dragon Scale (x2)
Blizzara	Arctic Wind (x2)
Firaga	Fire Gem (x4)
Thundaga	Lightning Gem (x4)
Waterga	Water Gem (x4)
Blizzaga	Ice Gem (x4)
Bio	Poison Fang (x8)
Demi	Shadow Gem (x8)
Drain	Stamina Spring (x60)
Osmose	Mana Spring (x10)
Death	Farplane Shadow (x30)
Flare	Shining Gem (x60)
Ultima	Supreme Gem (x99)

AEON ATTRIBUTES

After Yuna defeats Belgemine, she will receive the Aeon's Soul. With this key item in your inventory, you can increase aeons' attributes by using spheres.

The attributes that you can increase are: HP, MP, Strength, Defense, Magic, Magic Defense, Agility, Luck, Evasion, and Accuracy. The number of spheres required to increase an attribute depend on how high an aeon's attributes are. Use spheres to increase attributes of aeons that are particularly low. It's a good idea to use up spheres in this manner when you've acquired 99 of one kind of sphere.

AEON FIGHTING TIPS

Aeons are useful in boss battles to shield the party from high-damage attacks. Their Overdrives inflict lots of damage, but the long recovery time sometimes means death for the aeon.

Since aeons are immune to almost every status effect, summon them to fight creatures such as Ochu, Mandragora, and Malboro.

Elemental aeons can heal themselves by casting their own type of black magic on themselves. Ifrit is healed by Fire, Shiva is healed by Blizzard, and Ixion is healed by lightning.

Most aeons' regular attack cannot hit an enemy at a great distance. However, an aeon's unique attack always reaches regardless of the enemy's range.

If a fiend is about to unleash a powerful attack against the party, summon an aeon and use its Shield ability to reduce the damage. Then, if you want, you can Dismiss the aeon so that the characters can resume the fight.

VALEFOR

Location Acquired: BESAID TEMPLE







This aerial aeon easily dodges many attacks from the ground. Valefor's regular attack is a quick, snatching motion, which is enhanced by the aeon's high Accuracy.

UNIQUE ATTACK: SONIC WINGS

Valefor's unique attack sends a shockwave at one enemy, inflicting damage and delaying the enemy's next turn. Because of the delay effect and short recovery time, you can often hit enemies repeatedly with Sonic Wings.

OVERDRIVE: ENERGY RAY, ENERGY BLAST

Valefor's Energy Ray fires a super-charged beam that explodes underneath all the foes and causes non-elemental damage. Valefor also has a second Overdrive that you can acquire once Yuna joins the party. Return to Besaid and speak to the little girl with a dog standing next to the temple, and you'll receive an item that gives Valefor the Overdrive **Energy Blast**. If the little girl isn't near the temple, then look for her inside the item shop. Energy Blast inflicts greater damage at the cost of a higher recovery time.

Once Yuna activates her legendary weapon Nirvana, all of Valefor's attacks can break the 9999 damage limit!





IFRIT

Location Acquired: KILIKA TEMPLE

Although Ifrit has incredibly high Strength, its Defense and Magic Defense are quite low. Ifrit can regain HP by casting Fire, Fira, or Firaga on itself. It's best to use Ifrit against enemies that are weak against fire.



UNIQUE ATTACK: METEOR STRIKE

Meteor Strike is a non-elemental attack that is hurled at one enemy, but has a longer recovery time than its regular attack. This is a useful long-range attack. It also penetrates Protect despite being a physical attack.



OVERDRIVE: HELLFIRE

Ifrit encases its foes in a swirling ball of fiery vengeance and detonates it for massive damage to all enemies. All of Ifrit's attacks can exceed 9999 HP damage once you have activated Wakka's legendary weapon, World Champion.









IXION

Location Acquired: DJOSE TEMPLE













Ixion's high Defense and Magic Defense attributes make it a good aeon to summon when the party needs protection from an attack.

UNIQUE ATTACK: AEROSPARK

Ixion fires spinning, razor-sharp discs that converge on a single enemy and cause non-elemental damage. The attack also negates magical effects like Protect, Shell, Reflect, Haste, Regen, and the Nul spells.

OVERDRIVE: THOR'S HAMMER

Ixion envelops all enemies in a storming vortex, and then disintegrates it. Lightning-based elemental damage is inflicted against all enemies. Ixion can inflict more than 9999 HP damage once you've activated Kimahri's Spirit Lance.





SHIVA

Location Acquired: MACALANIA TEMPLE

The queen of ice is a gorgeous sight to behold and an agile attacker.







UNIQUE ATTACK: HEAVENLY STRIKE

Shiva creates a giant block of ice and drops it on an enemy. The attack slightly delays the target's next turn in addition to inflicting non-elemental damage and the status ailment threaten.

OVERDRIVE: DIAMOND DUST

Shiva freezes all enemies in layers of ice, and then destroys everything with a leisurely snap of her fingers. All of Shiva's attacks can inflict more than 9999 HP damage after you've activated Lulu's legendary weapon, the Onion Knight.







BAHAMUT



Location Acquired: PALACE OF ST. BEVELLE



Bahamut possesses the auto-ability Break Damage Barrier. This enables its attacks to exceed 9999 HP damage right from the start. Bahamut has high Strength, Defense and Magic attributes.

Bahamut's regular attack causes more damage than any other aeon's. Bahamut can also cast the highest elemental black magic spells.



UNIQUE ATTACK: IMPULSE

Bahamut charges up four balls of dark magic and hurls them, damaging all enemies. Impulse is especially useful when fighting multiple opponents.



OVERDRIVE: MEGA FLARE



Bahamut anchors itself and fires a destructive breath attack that annihilates anything in its path. Bahamut's Overdrive consistently deals over 9999 HP damage to all enemies, and it will continue to grow stronger.





YOJIMBO

Location Acquired: CAVERN OF THE STOLEN FAYTH

Yojimbo is the secret aeon you can acquire by visiting the Cavern of the Stolen Fayth beneath the bridge at the northeast end of the Calm Lands. To acquire Yojimbo, fight through the cave and defeat Yojimbo in battle. Proceed to the Chamber of the Fayth and speak to Yojimbo to negotiate a fee for his services. He will offer his lowest initial asking price if you choose the option "To defeat the most powerful of enemies." For your first bid, offer half of his asking price plus 1 Gil. So, if he asks for 250,000 Gil, offer 125,001 Gil. After his next offer, raise your bid by 1 Gil. By the time he proposes 205,000 Gil, he will generally accept offers below 200,000 Gil, though not much lower. If at any point you offer him at least triple his asking price, he will give you two **Teleport Spheres** in addition to his services.



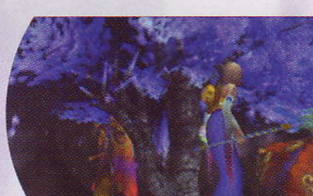


UNIQUE ATTACKS: DAIGORO, KOZUKA, WAKIZASHI, ZANMATO



Yojimbo doesn't have selectable attacks or Overdrives. As a sword-for-hire, he will attack enemies based on how much you pay him. Yojimbo's attacks exceed 9999 HP damage once you've activated Auron's Masamune.







ANIMA

Location Acquired: BAAJ TEMPLE

Anima is first seen as Seymour's chilling aeon, but the party can acquire it by undertaking a quest. Return to Baaj Temple from the airship, defeat Geosgaeno, and then enter the underwater temple. Find the six hidden items in the Cloister of Trials at each temple, and then approach each statue inside Anima's shrine. This opens the doorway to the most devastating aeon in the game.





UNIQUE ATTACK: PAIN

Anima conjures the essence of misery and anguish, and unleashes it upon a single enemy. The attack has a high chance of causing instant death. Pain has a high recovery time.

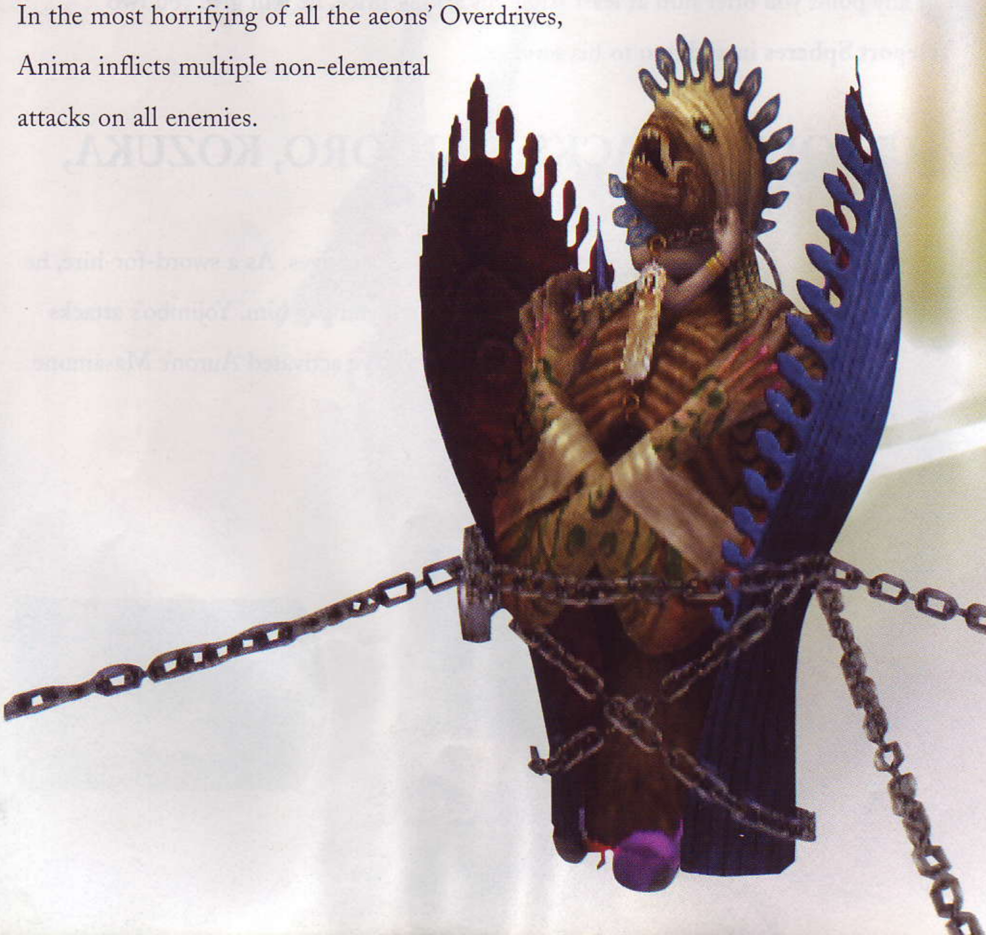




OVERDRIVE: OBLIVION

In the most horrifying of all the aeons' Overdrives, Anima inflicts multiple non-elemental attacks on all enemies.







THE MAGUS SISTERS

Location Acquired: REMIEM TEMPLE

This trio made a previous appearance as enemies in FINAL FANTASY IV. They can be yours to summon by undertaking a side quest. Capture all of the enemies in the Mt. Gagazet area, and return to the monster arena to get the **Blossom Crown**. Acquire all the other aeons, including Yojimbo and Anima, and return to Remiem Temple in the Calm Lands. Challenge and defeat Belgemine's versions of your aeons. After defeating her version of Bahamut, she will give you the **Flower Scepter**. Continue to defeat Yojimbo and Anima. Then move to the door in the back and unseal it with these two key items.

The Magus Sisters are like three separate aeons. As such, they are a bit difficult to control. There are verbal requests that must be made, and whether or not they grant Yuna's wishes depends upon their level of morale.

UNIQUE ATTACKS: CAMISADE, RAZZIA, PASSADO

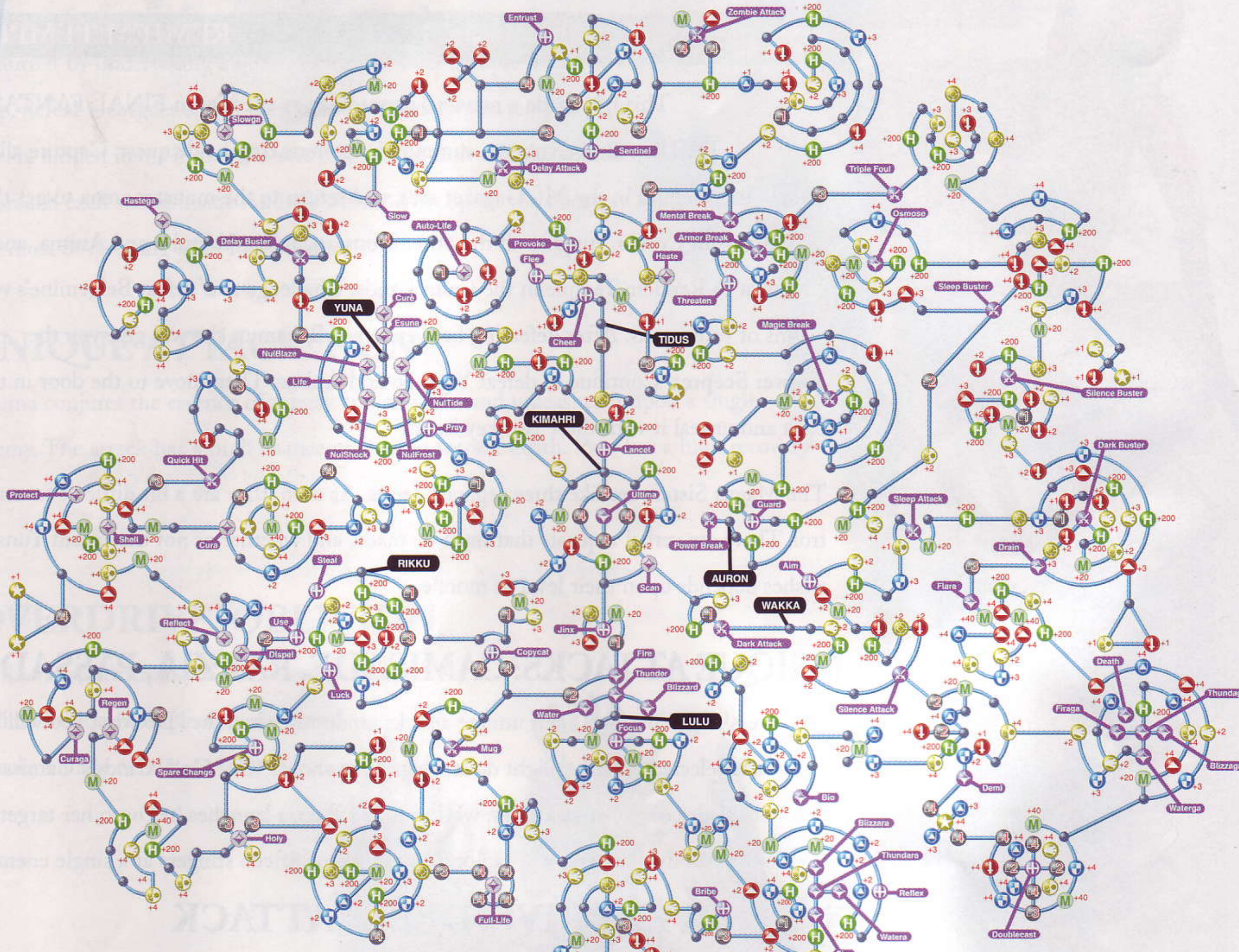
The sisters might perform their unique attacks randomly when the "Do what you will" choice is selected, or they might do it when Yuna shouts "Go! Go!". Cindy's Camisade shoots blades of fire at an enemy, while Sandy's Razzia launches her onto her target. Little Mindy's Passado will rapidly fire a burst of fifteen stingers at a single enemy.

OVERDRIVE: DELTA ATTACK

When the Magus Sisters are all in Overdrive mode at the same time, a new command, "Combine Powers!" appears. The sisters will join forces and perform one of the most devastating Overdrives in the entire game.

Command	Effect
Do what you will.	Sister makes the choice. Other commands open.
Fight!	Sister performs regular attack.
Go! Go!	Sister performs unique attack or casts magic.
One More Time	Sister repeats the last action performed.
Defense!	Sisters cast protective or support magic.
Help each other!	Sisters use healing magic on each other.
Dismiss	Sisters leave the battlefield.

ABILITIES & THE SPHERE GRID



FINAL FANTASY X employs a unique new system for advancing your characters. When a character achieves new Sphere Levels, access the Sphere Grid and move the character's markers across the nodes. Use spheres of various types to raise a character's attributes and learn new abilities. Any character can learn any ability and raise any attribute. By acquiring enough spheres, you can eventually have a party of characters who have every ability and maximized attributes.

SPHERE GRID BASICS





The Sphere Grid becomes accessible after Rikku explains how to use it in a short tutorial. Each character who joins the party has a pre-designated starting point on the grid. While each of the characters has his or her own section, you can remove the locks between the different sections by using the appropriate key sphere. Thus, character advancement is limitless.

While in the Sphere Grid, press the SELECT button to zoom out from the current character's position to see his or her relation to other characters. Press R2 and L2 to change the viewing angle of the grid if you desire.



ABILITY POINTS AND SPHERE LEVELS

As the party defeats enemies, everyone involved in the battle receives Ability Points, or AP. When enough AP is collected, the character achieves a Sphere Level. This is why it is essential to switch every party member into a boss fight for at least one turn, since so much AP is at stake.

Each Sphere Level enables a character to move one node forward on the Sphere Grid, or up to four nodes backward if desired. Open the Sphere Grid and press ⊗. After selecting the Move command, the number of nodes you can move in any direction is highlighted. Move to the desired position and press ⊗ again, and then confirm that you would like to remain at the selected position. You can change your mind and cancel out before deciding. Moving forward is essential to activating new sphere nodes and gaining new abilities.

SPHERE NODES

After moving a character's marker to a new location on the Sphere Grid, press ⊗ again. Select the Use command, and a window listing the available spheres opens. Use the spheres that you've collected to activate nodes in the vicinity. You can activate the node that the marker is positioned on or an adjacent node.

SPHERES

By opening treasure chests, defeating enemies and bribing monsters, you can acquire spheres for use on the Sphere Grid. There are five types of spheres.

Red Spheres: The most common type, often won from common enemies. Power Spheres enable you to increase a character's HP, Strength, and Defense. Mana Spheres increase MP, Magic, and Magic Defense. Speed Spheres increase Agility, Evasion, and Accuracy. Ability Spheres teach the character new skills or special abilities. Fortune Spheres enable the character to activate Luck nodes, but they are the hardest red spheres to come by.

Yellow Spheres: The rarest type of spheres, these enable one character to acquire abilities already acquired by another character. Characters can learn special abilities, skills, white magic, and black magic spells that have already been learned by others.

Black Spheres: These could be considered the most important spheres to acquire, because they remove locks that block progress on the Sphere Grid. The appropriate level key sphere is required to open a particular lock. The higher the level, the harder the key sphere is to come by. All of the characters will eventually run into Lv. 3 and Lv. 4 Locks in their area of the Sphere Grid.

Purple Spheres: These spheres enable you to turn an empty node into an attribute increase of some sort. The increase is higher than the typical attribute node. For example, if you use an MP Sphere to fill an empty node, the node will increase a character's MP by 40 points rather than the usual 20. You should consider using the MP and HP spheres on Magic users like Yuna and Lulu to compensate for their general lack of HP nodes on their grids and to make spell casting easier. Consider using the Luck Spheres on Rikku, so that her Steal and Mug abilities are improved. Also, try to use them whenever two or more characters are near each other, so that more than one character can immediately benefit from the new node.

Blue Spheres: These enable you to move a character's marker to another point on the Sphere Grid, even if the character does not have any Sphere Levels to expend. A Return Sphere lets the character return to any node that they have previously activated. A Friend Sphere lets a character move to any other character's location on the grid, and a Teleport Sphere lets a character move to any node activated by any other character.

COMBINING COMMAND AND AUTO-ABILITIES

Here are some examples of effective combinations of Command Abilities and Auto-Abilities.

Auto-Ability: First Strike
Command Ability: Flee

If you want to get through an area in a hurry, have a character who's learned Flee equip a weapon with First Strike. Even if the party is ambushed, he'll always go first, so you can flee from battle immediately.

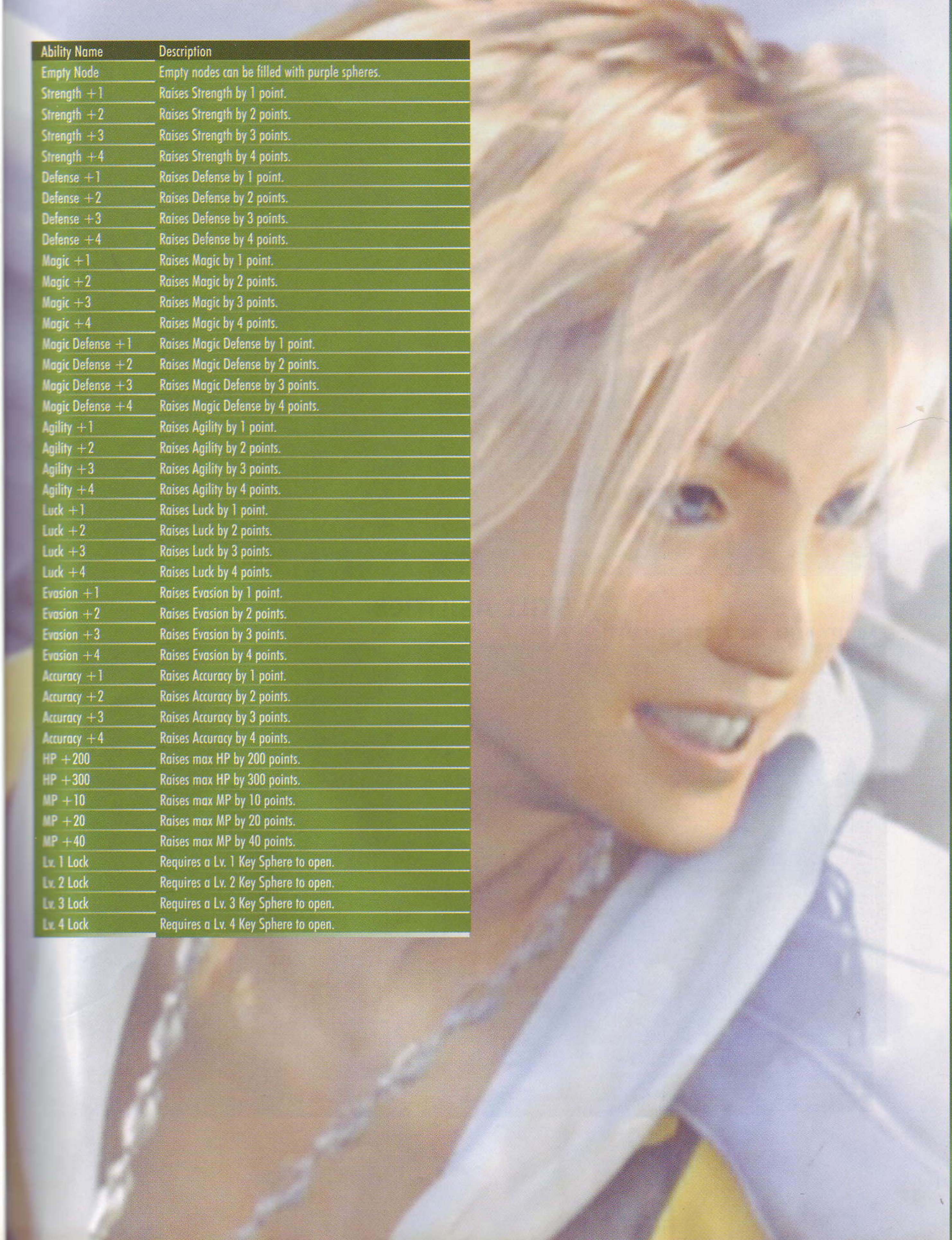
Auto-Ability: Counterattack or Evade & Counter
Command Ability: Provoke or Sentinel

Equip a hard-hitting character with a weapon that has Counterattack or Evade & Counter. Then, make him Provoke an enemy into attacking him. Sentinel can also work if enemies only use physical attacks. Try experimenting with additional Auto-Abilities like Capture, Stonestrike, or Deathstrike, too.

Auto-Abilities: One MP Cost, Magic Booster
Command Abilities: Doublecast, Ultima

With Magic Booster, each spell becomes 1.5 times more effective by consuming twice as much MP. Combined with the ability One MP Cost, each spell only costs 2 MP. This allows you to Doublecast your most powerful black magic spells for only 4 MP total.

CHARACTER ATTRIBUTES



Ability Name	Description
Empty Node	Empty nodes can be filled with purple spheres.
Strength +1	Raises Strength by 1 point.
Strength +2	Raises Strength by 2 points.
Strength +3	Raises Strength by 3 points.
Strength +4	Raises Strength by 4 points.
Defense +1	Raises Defense by 1 point.
Defense +2	Raises Defense by 2 points.
Defense +3	Raises Defense by 3 points.
Defense +4	Raises Defense by 4 points.
Magic +1	Raises Magic by 1 point.
Magic +2	Raises Magic by 2 points.
Magic +3	Raises Magic by 3 points.
Magic +4	Raises Magic by 4 points.
Magic Defense +1	Raises Magic Defense by 1 point.
Magic Defense +2	Raises Magic Defense by 2 points.
Magic Defense +3	Raises Magic Defense by 3 points.
Magic Defense +4	Raises Magic Defense by 4 points.
Agility +1	Raises Agility by 1 point.
Agility +2	Raises Agility by 2 points.
Agility +3	Raises Agility by 3 points.
Agility +4	Raises Agility by 4 points.
Luck +1	Raises Luck by 1 point.
Luck +2	Raises Luck by 2 points.
Luck +3	Raises Luck by 3 points.
Luck +4	Raises Luck by 4 points.
Evasion +1	Raises Evasion by 1 point.
Evasion +2	Raises Evasion by 2 points.
Evasion +3	Raises Evasion by 3 points.
Evasion +4	Raises Evasion by 4 points.
Accuracy +1	Raises Accuracy by 1 point.
Accuracy +2	Raises Accuracy by 2 points.
Accuracy +3	Raises Accuracy by 3 points.
Accuracy +4	Raises Accuracy by 4 points.
HP +200	Raises max HP by 200 points.
HP +300	Raises max HP by 300 points.
MP +10	Raises max MP by 10 points.
MP +20	Raises max MP by 20 points.
MP +40	Raises max MP by 40 points.
Lv. 1 Lock	Requires a Lv. 1 Key Sphere to open.
Lv. 2 Lock	Requires a Lv. 2 Key Sphere to open.
Lv. 3 Lock	Requires a Lv. 3 Key Sphere to open.
Lv. 4 Lock	Requires a Lv. 4 Key Sphere to open.

SPECIAL ABILITIES

ABILITY NAME	MP COST	DESCRIPTION
Use	None	Use powerful offensive, defensive, or healing items in stock.
Flee	None	Aid the party's escape from battle.
Pray	None	Restores some of the party's HP.
Cheer	None	Raises the party's Strength and Defense. Party members deal greater damage to enemies while sustaining less damage themselves.
Aim	None	Raises the party's Accuracy.
Focus	None	Raises the party's Magic and Magic Defense. Party members deal greater magical damage to enemies while sustaining less damage themselves.
Reflex	None	Raises the party's Evasion.
Luck	None	Raises the party's Luck, thereby enhancing the party's Accuracy, Evasion, and critical hit rate.
Jinx	None	Lowers all enemies' Luck, thereby reducing their Accuracy, Evasion, and critical hit rate.
Lancet	None	Transfers HP and MP from the target to the character. Kimahri can also use this ability to learn enemy skills.
Guard	None	Intercept physical attacks that are directed at any party member, and take damage in place of the intended target. Cannot intercept magic attacks or attacks that strike the entire party.
Sentinel	None	While maintaining a defensive stance, intercept physical attacks that are directed at any party member. Cannot intercept magic attacks or attacks that strike the entire party.
Spare Change	None	Attack by throwing Gil. The damage inflicted is 10% of the amount thrown
Steal	None	Steal items from an enemy. Also useful for destroying machina by dismantling their vital parts.
Threaten	12 MP	Immobilizes the target with fear.
Provoke	4 MP	Draws the target's attacks toward the character.
Entrust	8 MP	Transfers the character's entire Overdrive charge to an ally's gauge, adding to his total.
Copycat	28 MP	Mimic the action of the last ally to take a turn in battle, even if it requires an ability the character has not yet learned. Summoning and Overdrives cannot be copied.
Doublecast	None	Cast two black magic spells in a row.
Bribe	None	Pay off enemies in return for safe passage. Offer more Gil for a more favorable response.

SKILL ABILITIES

ABILITY NAME	MP COST	DESCRIPTION
Dark Attack	5 MP	If successful, inflicts darkness on the target for three turns, greatly reducing the accuracy of its physical attacks.
Dark Buster	10 MP	Inflicts darkness on a target for one turn. Success is virtually guaranteed, unless the target has some form of resistance.
Silence Attack	5 MP	If successful, inflicts silence on the target for three turns, preventing it from casting any spells.
Silence Buster	10 MP	Inflicts silence on a target for one turn. Success is virtually guaranteed, unless the target has some form of resistance.
Sleep Attack	5 MP	If successful, puts the target to sleep until either three turns pass or it is hit by a physical attack.
Sleep Buster	10 MP	Puts a target to sleep for one turn. Success is virtually guaranteed, unless the target has some form of resistance.
Delay Attack	8 MP	Slightly delays the target's next turn.
Delay Buster	18 MP	Greatly delays the target's next turn.
Zombie Attack	10 MP	Inflicts the target with zombie status, causing restorative spells and items to damage the target.
Triple Foul	24 MP	If successful, inflicts silence, darkness, and sleep status ailments on the target for three turns.
Power Break	8 MP	Lowers the target's Strength, thereby reducing the damage inflicted by its physical attacks.
Magic Break	8 MP	Lowers the target's Magic, thereby reducing the damage inflicted by its magic attacks.
Armor Break	12 MP	Lowers the target's Defense, leaving it vulnerable to greater physical damage. Also negates the target's armor, allowing non-piercing weapons to deal normal damage.
Mental Break	12 MP	Lowers the target's Magic Defense, leaving it vulnerable to greater magical damage.
Mug	10 MP	Steal items from an enemy while simultaneously unleashing a physical attack.
Quick Hit	12 MP	Strike a target quickly with reduced recovery time. The damage inflicted is no greater than that of a standard attack, but the character's next turn comes up much sooner.

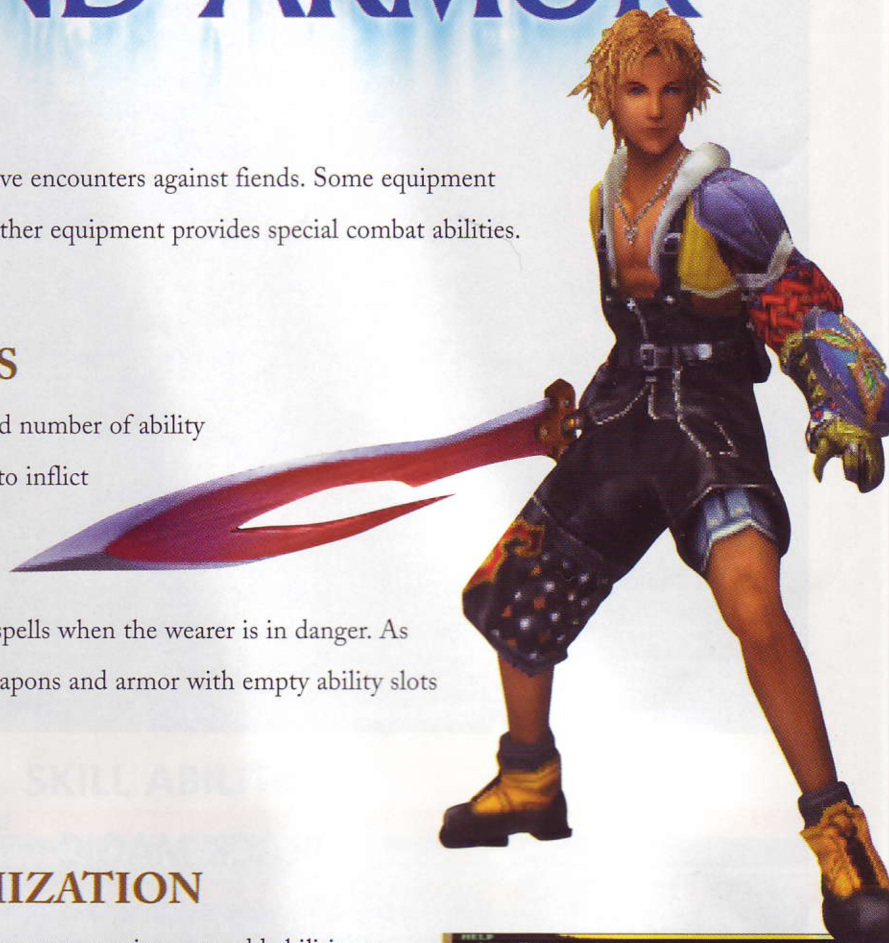
WHITE MAGIC

ABILITY NAME	MP COST	DESCRIPTION
Cure	4 MP	Restores a small amount of HP. The caster's Magic attribute determines the strength of the spell.
Cura	10 MP	Restores a substantial amount of HP. The caster's Magic attribute determines the strength of the spell.
Curaga	20 MP	Restores a massive amount of HP. The caster's Magic attribute determines the strength of the spell.
Esuna	5 MP	Cures the target's status ailments. Removes poison, darkness, silence, sleep, petrification, confusion, berserk, and slow. Ineffective against zombie, curse, Doom, and KO.
Scan	1 MP	Displays key information about the target, such as its HP, attributes, immunities, weaknesses, and methods of attack.
NulBlaze	2 MP	Grants each party member immunity from one fire attack. Nullifies fire-based physical attacks as well as spells like Fira.
NulShock	2 MP	Grants each party member immunity from one lightning attack. Nullifies lightning-based physical attacks as well as spells like Thundara.
NulTide	2 MP	Grants each party member immunity from one water attack. Nullifies water-based physical attacks as well as spells like Watera.
NulFrost	2 MP	Grants each party member immunity from one ice attack. Nullifies ice-based physical attacks as well as spells like Blizzara.
Life	18 MP	Revives a KO'd ally.
Full-Life	60 MP	Revives a KO'd ally and restores his HP to maximum.
Haste	8 MP	Accelerates the target so that his turns in battle come up sooner than normal.
Hastega	30 MP	Accelerates the entire party so that all members' turns in battle come up sooner than normal.
Slow	12 MP	Slows the target down.
Slowga	20 MP	Slows all enemies down.
Shell	10 MP	Helps the target better withstand magic attacks by raising his Magic Defense.
Protect	12 MP	Protects the target from physical attacks by increasing his Defense.
Reflect	14 MP	Bounces spells cast at the target toward the enemy. Deflects both damaging and healing spells alike.
Dispel	12 MP	Negates any spell effects that are currently active on the target, such as Shell, Protect, Haste, and Reflect.
Regen	40 MP	Gradually restores the target's HP for a time.
Holy	85 MP	Deals holy damage to the target.
Auto-Life	97 MP	Automatically revives an ally the next time he is KO'd. The target will instantly awaken from KO with a small amount of HP. Effective only once per casting.

BLACK MAGIC

ABILITY NAME	MP COST	DESCRIPTION
Fire	4 MP	Inflicts a relatively small amount of fire damage. The caster's Magic attribute determines the strength of the spell.
Fira	8 MP	Inflicts a more impressive amount of fire damage. The caster's Magic attribute determines the strength of the spell.
Firaga	16 MP	Inflicts a massive amount of fire damage. The caster's Magic attribute determines the strength of the spell.
Thunder	4 MP	Inflicts a relatively small amount of lightning damage. The caster's Magic attribute determines the strength of the spell.
Thundara	8 MP	Inflicts a more impressive amount of lightning damage. The caster's Magic attribute determines the strength of the spell.
Thundaga	16 MP	Inflicts a massive amount of lightning damage. The caster's Magic attribute determines the strength of the spell.
Water	4 MP	Inflicts a relatively small amount of water damage. The caster's Magic attribute determines the strength of the spell.
Watera	8 MP	Inflicts a more impressive amount of water damage. The caster's Magic attribute determines the strength of the spell.
Waterga	16 MP	Inflicts a massive amount of water damage. The caster's Magic attribute determines the strength of the spell.
Blizzard	4 MP	Inflicts a relatively small amount of ice damage. The caster's Magic attribute determines the strength of the spell.
Blizzara	8 MP	Inflicts a more impressive amount of ice damage. The caster's Magic attribute determines the strength of the spell.
Blizzaga	16 MP	Inflicts a massive amount of ice damage. The caster's Magic attribute determines the strength of the spell.
Bio	10 MP	Poisons the target, which drains HP from it after every turn it takes in battle.
Demi	32 MP	Reduces the current HP of all enemies by 1/4.
Death	20 MP	Can instantly KO the target.
Drain	12 MP	Transfers HP from the target to the caster.
Osmose	None	Transfers MP from the target to the caster.
Flare	54 MP	Deals non-elemental damage to the target. Works well on enemies that resist or absorb certain elements.
Ultima	90 MP	Deals non-elemental damage to all enemies. Useful against enemies that resist or absorb certain elements.

WEAPONS AND ARMOR



The party needs weapons and armor to survive encounters against fiends. Some equipment provides strength or defense bonuses, while other equipment provides special combat abilities.

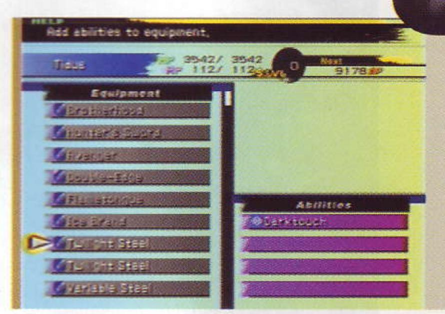
EQUIPMENT ABILITIES

Most weapons and armor have a predetermined number of ability slots. The abilities on weapons can enable you to inflict status effects or otherwise affect enemies' fighting abilities. The abilities on armor often prevent status effects and cast protective spells when the wearer is in danger. As you progress further in the game, you'll find weapons and armor with empty ability slots that you can customize.



CUSTOMIZATION

Customization enables you to use items to add abilities to equipment with open ability slots. You can only acquire some of the necessary items by stealing or bribing fiends or boss monsters. Other items are only gained by completing certain side quests.



Adding abilities to weapons and armor can sometimes change the purpose of the equipment, and the name along with it. The new name reflects the new abilities of the item.



Armor and weapons with many open slots tend to be more valuable, since they can be modified with a variety of abilities. The more slots the equipment possesses, the higher its resale value.

TIDUS'S EQUIPMENT

WEAPONS: LONGSWORDS

Ambitious	Enchanted Sword	Lionheart	Save the Queen
Apocalypse	Excalibur	Liquid Steel	Sidewinder
Arc Sword	Fencing Saber	Longsword	Slasher
Ascalon	Flametongue	Lullaby Steel	Soldier's Saber
Astral Sword	Force Saber	Mage Masher	Sonic Steel
Avenger	Gilventure	Master Sword	Sorcery Sword
Balmung	Gravestone	Mirage Sword	Stunning Steel
Baroque Sword	Heartbreaker	Muted Steel	Taming Sword
Basilisk Steel	Helter-Skelter	Nightbringer	Tri-Steel
Brotherhood	Hrunting	Nightmare	Twilight Steel
Caladbolg	Hunter's Sword	Poison Steel	Variable Steel
Crystal Sword	Ice Brand	Prism Steel	Vendetta
Dance Macabre	Knight Sword	Ragnarok	Vigilante
Deathbringer	Largamente	Razzmatazz	Warlock
Double-Edge	Lifesaver	Rune Steel	Warrior's Sword
Durandal	Lightning Steel	Runemaster	Wizard Sword



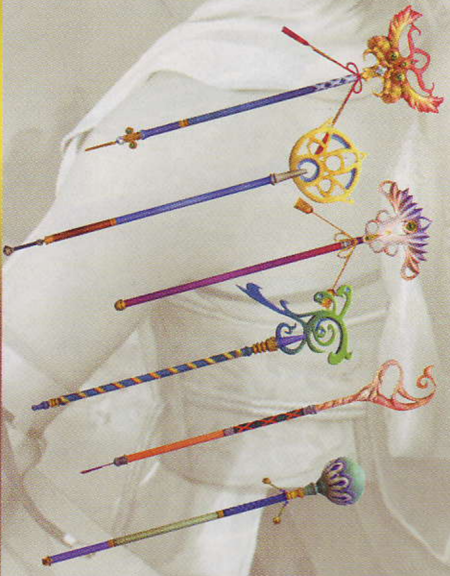
ARMOR: BUCKLERS

Adept's Shield	Endless Road	NulTide Shield	Serum Shield
Aegis Shield	Faerie Shield	Ochre Shield	Shaman Shield
Alert Shield	Genji Shield	Onyx Shield	Shell Shield
Assault Shield	Glorious Shield	Paladin Shield	Shield
Barrier Shield	Gold Shield	Peaceful Shield	Shield of Hope
Blessed Shield	Golem Shield	Pearl Shield	Shining Shield
Blue Shield	Haste Shield	Phantom Shield	Silver Shield
Bright Shield	Knight's Shield	Phoenix Shield	Snow Shield
Buckler	Light Shield	Platinum Shield	Soft Shield
Cerulean Shield	Lucid Shield	Protect Shield	Soldier's Shield
Collector's Shield	Mage's Shield	Rainbow Shield	Sorcery Shield
Crimson Shield	Magic Shield	Recovery Shield	Soul Shield
Crystal Shield	Magister Shield	Red Shield	Spiritual Shield
Curative Shield	Marching Shield	Reflect Shield	Star Shield
Defending Shield	Medical Shield	Regen Shield	Tetra Shield
Diamond Shield	Metal Shield	Rescue Shield	Treasure Shield
Dynasty Shield	Moon Shield	Revive Shield	Warrior's Shield
Echo Shield	Mythril Shield	Ruby Shield	White Shield
Elemental Shield	NulBlaze Shield	Sapphire Shield	Wizard Shield
Emblem	NulFrost Shield	Seeker's Shield	Yellow Shield
Emerald Shield	NulShock Shield	Serene Shield	



YUNA'S EQUIPMENT

WEAPONS: RODS & STAVES



Abraxas	Entangling Rod	Nemesis Rod	Rod of Striking
Arc Arcana	Faerie Staff	Nimbus Rod	Rod of Water
Astral Rod	Force Rod	Nirvana	Rod of Wisdom
Beladonna Wand	Full Metal Rod	Ominous Rod	Rune Rod
Bizarre Staff	Healing Rod	Power Staff	Seraphim Rod
Break Rod	Heavenly Axis	Prism Rod	Shining Staff
Calcite Staff	Herding Staff	Punisher	Sorcery Rod
Chaos Rod	Impasse	Reticent Staff	Spiked Rod
Conductor	Judgment	Rod of Beating	Staff of Thorns
Darkness Staff	Laevatein	Rod of Darkness	Tri-Rod
Death Wand	Lullaby Rod	Rod of Fire	Wicked Wand
Defender	Mage's Staff	Rod of Ice	Wind Rod
Dual Rod	Magistral Rod	Rod of Lightning	Wing Wand
Ductile Rod	Malleable Staff	Rod of Roses	Wonder Wand
El Dorado	Mirage Rod	Rod of Silence	Wonder Wing
Enchanted Rod	Monk Staff		

ARMOR: RINGS



Adept's Ring	Glorious Ring	Peaceful Ring	Shell Ring
Aegis Ring	Gold Ring	Pearl Ring	Sheltering Ring
Alert Ring	Haste Ring	Phantom Ring	Shining Ring
Arcane Ring	Healing Ring	Phoenix Ring	Silver Ring
Assault Ring	Light Ring	Platinum Ring	Snow Ring
Barrier Ring	Lucid Ring	Power Ring	Soft Ring
Blessed Ring	Mage's Ring	Protect Ring	Soldier's Ring
Blue Ring	Magic Ring	Rainbow Ring	Solomon Ring
Bright Ring	Magical Ring	Recovery Ring	Sophia Ring
Cerulean Ring	Marching Ring	Red Ring	Sorcery Ring
Collector Ring	Medical Ring	Reflect Ring	Soul Ring
Crimson Ring	Metal Ring	Regen Ring	Spiritual Ring
Curative Ring	Moon Ring	Ring	Star Ring
Defending Ring	Mythical Ring	Ring of Hope	Tetra Ring
Diamond Ring	Mythril Ring	Ruby Ring	Tough Ring
Echo Ring	NulBlaze Ring	Sapphire Ring	Treasure Ring
Elemental Ring	NulFrost Ring	Saviour Ring	White Ring
Emerald Ring	NulShock Ring	Seeker's Ring	Wide Ring
Faerie Ring	NulTide Ring	Serene Ring	Wizard Ring
Forbidding Ring	Ochre Ring	Serum Ring	Yellow Ring
Fortitude Ring	Onyx Ring	Shaman Ring	

AURON'S EQUIPMENT

WEAPONS: BLADES

Alkaid	Dual Blade	Master Djinn	Sentry
Ashura	Fire Blade	Master Ogre	Shimmering Blade
Assassin Blade	Frost Blade	Matoya's Blade	Shiranui
Basara Blade	Genji Blade	Mirage Blade	Sonic Blade
Beastmaster	Gilmonger	Muramasa	Soundless Scream
Blockade	Gorgon Gaze	Murasame	Spider's Kiss
Blurry Moon	Heaven's Cloud	Nodachi	Spiritual Blade
Chaos Blade	Hunter's Blade	Ogre Blade	Stillblade
Conqueror	Ichimonji	Ogrekiller	Stunner
Corruptor	Inducer	Painkiller	Tacit Blade
Critical Blade	Katana	Peaceful Slumber	The Nameless
Dark Blade	Knight Blade	Peacemaker	Thunder Blade
Divider	Kotetsu	Prism Blade	Venomous Blade
Djinn Blade	Lifegiver	Riot Blade	Warblade
Dozing Blade	Magic Blade	Rune Blade	Water Blade
Dragonkiller	Masamune		



ARMOR: BRACERS

Adept's Bracer	Genji Bracer	NulShock Bracer	Serum Bracer
Alert Bracer	Glorious Bracer	NulTide Bracer	Shaman Bracer
Assault Bracer	Glutton	Ochre Bracer	Shell Bracer
Barrier Bracer	Gold Bracer	Onyx Bracer	Shining Bracer
Battle Bracer	Guardian Bracer	Overlord	Silver Bracer
Blessed Bracer	Haste Bracer	Peaceful Bracer	Snow Bracer
Blue Bracer	Healer	Pearl Bracer	Soft Bracer
Bracer	Immortal	Phantom Bracer	Soldier's Bracer
Bracer of Hope	Knight's Bracer	Phoenix Bracer	Sorcery Bracer
Bright Bracer	Light Bracer	Platinum Bracer	Soul Bracer
Cerulean Bracer	Lucid Bracer	Protect Bracer	Spiritual Bracer
Collector Bracer	Mage's Bracer	Rainbow Bracer	Star Bracer
Crimson Bracer	Magic Bracer	Recovery Bracer	Tetra Bracer
Curative Bracer	Magical Bracer	Red Bracer	Treasure Bracer
Defending Bracer	Marching Bracer	Reflect Bracer	Undefeated
Diamond Bracer	Medical Bracer	Regen Bracer	Warder
Dragon Lord	Metal Bracer	Resistant	Warrior's Bracer
Echo Bracer	Moon Bracer	Ruby Bracer	White Bracer
Elemental Bracer	Mythril Bracer	Sapphire Bracer	Wizard Bracer
Emerald Bracer	NulBlaze Bracer	Seeker's Bracer	Yellow Bracer
Faerie Bracer	NulFrost Bracer	Serene Bracer	






KIMAHRI'S EQUIPMENT

WEAPONS: SPEARS & LANCES



Astral Spear	Giant Spear	Magic Lance	Spirit Lance
Berserker	Gungnir	Matador Spear	Striking Spear
Break Lance	Halberd	Mirage Lance	Taming Spear
Calamity Spear	Harpoon	Net Spear	Thanatos Lance
Chaos Lance	Healer Spear	Prism Spear	Thunder Spear
Chariot	Heat Lance	Prospector	Tidal Spear
Darkbringer	Heavy Spear	Quadforce	Titan Lance
Detector	Highwind	Rebel Lance	Transmuter
Dragoon Lance	Horn of the Ronso	Rock Buster	Trident
Dream Lance	Hunter's Spear	Rune Lance	Twin Lance
Dusk Lance	Hypnos Spear	Shamanic Spear	Venom Spike
Eldritch Lance	Ice Lance	Shapeshifter	Venus Gospel
Enchanted Lance	Kain's Lance	Silent Spear	Vicious Lance
Force Lance	Knight Lance	Snakehead	Web Lance
Full Metal Spear	Luin	Sonic Lance	Wizard Lance
Gae Bolg	Mage Hunter		

ARMOR: ARMLETS



Adamantite	Enhanced Armlet	NulTide Armlet	Seeker's Armlet
Adept's Armlet	Faerie Armlet	Ochre Armlet	Serene Armlet
Aegis Armlet	Genji Armlet	Onyx Armlet	Serum Armlet
Alert Armlet	Glorious Armlet	Orichalcum	Shaman Armlet
Armlet	Gold Armlet	Peaceful Armlet	Shell Armlet
Armlet of Hope	Guardian Armlet	Pearl Armlet	Shining Armlet
Assault Armlet	Haste Armlet	Phantom Armlet	Silver Armlet
Barrier Armlet	Knight's Armlet	Phoenix Armlet	Snow Armlet
Blessed Armlet	Light Armlet	Platinum Armlet	Soft Armlet
Blue Armlet	Lucid Armlet	Pride of the Ronso	Soldier's Armlet
Bright Armlet	Mage's Armlet	Protect Armlet	Sorcery Armlet
Cerulean Armlet	Magic Armlet	Rainbow Armlet	Soul Armlet
Collector Armlet	Magical Armlet	Recovery Armlet	Spiritual Armlet
Crimson Armlet	Marching Armlet	Red Armlet	Star Armlet
Crystal Armlet	Medical Armlet	Reflect Armlet	Tetra Armlet
Curative Armlet	Metal Armlet	Regen Armlet	Treasure Armlet
Defending Armlet	Moon Armlet	Ronso Armlet	Warrior's Armlet
Diamond Armlet	Mythril Armlet	Ruby Armlet	White Armlet
Echo Armlet	NulBlaze Armlet	Safe Passage	Wizard Armlet
Elemental Armlet	NulFrost Armlet	Sage's Armlet	Yellow Armlet
Emerald Armlet	NulShock Armlet	Sapphire Armlet	

WAKKA'S EQUIPMENT

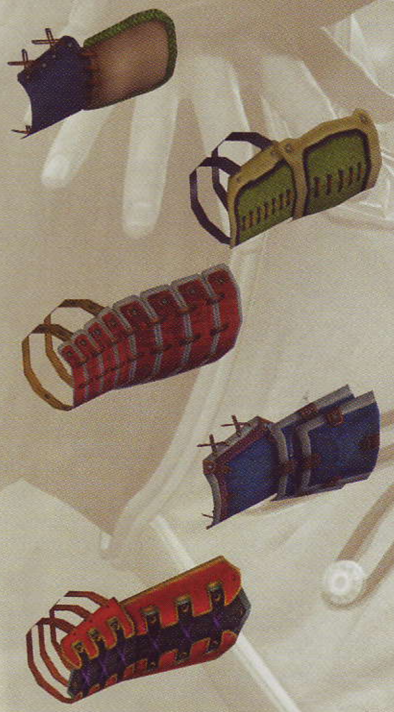
WEAPONS: BLITZBALLS

Ace Striker	Fire Ball	Power Ball	Switch Hitter
Ace Wizard	First Goal	Power Play	T.K.O.
All-Rounder	Four-on-One	Prism Ball	Thunder Ball
Blackout	Free Agent	Rematch	Tie Breaker
Blind Pass	Grand Slam	Rookie Star	Timeout
Blowout	Halftime	Rough Play	Trickster
Breakaway	Hyper Ball	Rout	Tricolor
Buzzerbeater	Ice Ball	Rulebreaker	Triple Penalty
Catcher	Magic Ball	Rune Ball	Triple Score
Center Forward	Mirage Ball	Scoring Spree	Turnover
Comeback	Muffler	Scout	Violation
Delay of Game	Noisebreaker	Sleeper	Virtuoso
Double Header	Ovation	Stone Cold	Water Ball
Double Penalty	Over the Top	Striker	Winning Streak
Double Score	Overtime	Sudden Death	World Champion
Dream Team	Penalty Master		



ARMOR: ARMGUARDS

Adept's Armguard	First Aid	Mythril Armguard	Serene Armguard
Alert Armguard	Glorious Armguard	NulBlaze Armguard	Serum Armguard
Armguard	Gold Armguard	NulFrost Armguard	Shaman Armguard
Auto Armguard	Great Four	NulShock Armguard	Shell Armguard
Automatic	Great Play	NulTide Armguard	Silver Armguard
Benchwarmer	Guardian Armguard	Ochre Armguard	Snow Armguard
Best Play	Hat Trick	Off-Season	Soft Armguard
Blessed Armguard	High Spirits	Onyx Armguard	Soldier's Armguard
Blue Armguard	Indomitable	Pearl Armguard	Sorcery Armguard
Bright Armguard	Keeper	Pep Talk	Soul Armguard
Cerulean Armguard	Last-Ditch	Platinum Armguard	Spiritual Armguard
Crimson Armguard	Light Armguard	Power Ace	Super Goalie
Danger Armguard	Low Risk	Power Armguard	Tetra Armguard
Diamond Armguard	Lucid Armguard	Protect Armguard	The Guardian
Echo Armguard	Mage's Armguard	Recovery Armguard	Top Shape
Element Save	Magic Ace	Red Armguard	Triple Guard
Elemental Armguard	Magic Armguard	Reflect Armguard	Triple Save
Emerald Armguard	Medical Armguard	Ruby Armguard	Warrior's Armguard
Energy Armguard	Metal Armguard	Sapphire Armguard	White Armguard
Fast Break	Miracle Comeback	Second Wind	Yellow Armguard
Final Four	Miracle Save	Seeker's Armguard	



LULU'S EQUIPMENT

WEAPONS: DOLLS



Abaddon Cait Sith	Ice Moomba	Noxious Cait Sith	Space Master
Attack Mog	Late Cait Sith	Ominous Cait Sith	Space Power
Blinding Cait Sith	Lord Cactuar	Onion Knight	Space Soul
Booster Cactuar	Magical Cactuar	Power Mog	Space Warrior
Buster Mog	Magical Mog	Prism Cactuar	Star Cactuar
Cactuar Scope	Magician Mog	Quiet Cait Sith	Stinger Mog
Cactuar Spy	Mana Mog	Raging Cactuar	Stone Cait Sith
Cactuar Wizard	Medical Mog	Rune Mog	Swift Cactuar
Chaotic Cait Sith	Moomba Duo	Sleepy Cait Sith	Thunder Moomba
Chronos Cait Sith	Moomba Force	Soul of Mog	Toxic Cait Sith
Comet Cactuar	Moomba Mage	Space Bandit	Trapper Mog
Dark Cait Sith	Moomba Quartet	Space Energy	Variable Mog
Dreamy Cait Sith	Moomba Trio	Space Force	Vengeful Cactuar
Fatal Cait Sith	Moomba Warrior	Space King	Water Moomba
Fire Moomba	Morphing Mog	Space Mage	Wicked Cait Sith
Fossil Cait Sith	Mute Cait Sith		

ARMOR: BANGLES



Adept's Bangle	Faerie Bangle	NulTide Bangle	Seeker's Bangle
Aegis Bangle	Glorious Bangle	Ochre Bangle	Serene Bangle
Alert Bangle	Gold Bangle	Onyx Bangle	Serum Bangle
Assault Bangle	Guardian Bangle	Peaceful Bangle	Shaman Bangle
Auto Bangle	Haste Bangle	Pearl Bangle	Shell Bangle
Bangle	Imperial Bangle	Phantom Bangle	Shining Bangle
Bangle of Hope	Light Bangle	Phoenix Bangle	Silver Bangle
Barrier Bangle	Lucid Bangle	Platinum Bangle	Snow Bangle
Black Ribbon	Mage's Bangle	Power Bangle	Soft Bangle
Blessed Bangle	Magic Bangle	Precious Bangle	Sorcery Bangle
Blue Bangle	Magister Bangle	Protect Bangle	Soul Bangle
Bright Bangle	Marching Bangle	Queen's Bangle	Spiritual Bangle
Cerulean Bangle	Medical Bangle	Rainbow Bangle	Star Bangle
Collector Bangle	Metal Bangle	Recovery Bangle	Tetra Bangle
Crimson Bangle	Minerva Bangle	Red Bangle	Tough Bangle
Curative Bangle	Moon Bangle	Reflect Bangle	Treasure Bangle
Diamond Bangle	Mythical Bangle	Regen Bangle	Vita Bangle
Draupnir	Mythril Bangle	Ruby Bangle	White Bangle
Echo Bangle	NulBlaze Bangle	Samantha Soul	Wizard Bangle
Elemental Bangle	NulFrost Bangle	Sapphire Bangle	Yellow Bangle
Emerald Bangle	NulShock Bangle	Savior Bangle	

RIKKU'S EQUIPMENT

WEAPONS: CLAWS

Barbed Knuckles	Flexible Arm	Mage Husher	Spartan
Battle Freak	Force Knuckles	Magic Claw	Stickyfingers
Break Knuckles	Godhand	Magic Glove	Survivor
Brunhilde	Golden Arm	Magic Knuckles	Tempest Claw
Buster Claw	Golden Hand	Magical Rave	The Ogre
Buster Glove	Hawkeye	Manticore Claw	Tidal Knuckles
Buster Knuckles	Hot Knuckles	Mirage Claw	Tit-for-Tat
Clock Hand	Hurricane Claw	Ninja Claw	Tongue Holder
Clockwork	Ice Claw	Overload	Typhoon Claw
Colossus	Infinity	Override	Unlimited
Daydreamer	Iron Claw	Poison Claw	Untouchable
Deus Ex Machina	Iron Grip	Prism Claw	Valkyrie
Devastator	Ironside	Rising Sun	Vanguard
Dual Claw	Jammer	Shocking Fist	Victorix
Executioner	Kaiser Knuckles	Sonar	Warmonger
Eye Poker	Lights Out		



ARMOR: TARGES

Adept's Targe	Echo Targe	NulFrost Targe	Silver Targe
Alert Targe	Elemental Targe	NulShock Targe	Snow Targe
Argonaut	Emerald Targe	NulTide Targe	Soft Targe
Armada	Glorious Targe	Ochre Targe	Soldier's Targe
Assault Targe	Gold Targe	Onyx Targe	Sorcery Targe
Atlas	Goliath	Peaceful Targe	Soul Targe
Blessed Targe	Guardian Targe	Pearl Targe	Spiritual Targe
Blue Targe	Haste Targe	Phalanx	Star Targe
Bright Targe	Intrepid	Phantom Targe	Talisman
Buccaneer	Invincible	Phoenix Targe	Targe
Celestial	Knight's Targe	Protect Targe	Targe of Hope
Centurion	Light Targe	Recovery Targe	Tercio
Cerulean Targe	Lucid Targe	Red Targe	Tetra Targe
Corsair	Mage's Targe	Reflect Targe	Triumph
Crimson Targe	Magic Targe	Regen Targe	Victorious
Curative Targe	Marching Targe	Reliant	Warlord
Dauntless	Medical Targe	Ruby Targe	Warrior's Targe
Diamond Targe	Metal Targe	Seeker's Targe	White Targe
Dominator	Moon Targe	Serum Targe	Wizard Targe
Dreadnought	Mythril Targe	Shaman Targe	Yellow Targe
Echelon	NulBlaze Targe	Shell Targe	



Weapon and Armor Abilities

ABILITY NAME	DESCRIPTION	ITEM CONVERSION	EQUIP
Sensor	View enemy data during battle.	Ability Sphere (x2)	Weapon
First Strike	Act first at beginning of battle.	Return Sphere	Weapon
Initiative	Raises party's chances for a preemptive strike.	Chocobo Feather (x6)	Weapon
Counterattack	Strike back after being physically attacked.	Friend Sphere	Weapon
Evade & Counter	Evade physical attack and strike back.	Teleport Sphere	Weapon
Magic Counter	Strike back after being attacked with magic.	Shining Gem (x16)	Weapon
Magic Booster	Use more MP to heighten spell power.	Turbo Ether (x30)	Weapon
Alchemy	Doubles the potency of recovery items.	Healing Water (x4)	Weapon
Auto-Potion	Automatically use items to recover HP when damaged.	Stamina Tablet (x4)	Armor
Auto-Med	Automatically use items to cure status ailments.	Remedy (x20)	Armor
Auto-Phoenix	Automatically use Phoenix Down on KO'd character.	Mega Phoenix (x20)	Armor
Piercing	Deal normal damage to armored enemies.	Lv. 2 Key Sphere	Weapon
Half MP Cost	Reduces MP cost of spells by half.	Twin Stars (x20)	Weapon
One MP Cost	Reduces MP cost of spells to 1.	Three Stars (x20)	Weapon
Double Overdrive	Charges Overdrive gauge at double speed.	Underdog's Secret (x30)	Weapon
Triple Overdrive	Charges Overdrive gauge at triple speed.	Winning Formula (x30)	Weapon
SOS Overdrive	Charges Overdrive gauge at double speed when HP is low.	Gambler's Spirit (x20)	Weapon
Overdrive -> AP	Earn more AP instead of charging Overdrive gauge.	Door to Tomorrow (x10)	Weapon
Double AP	Doubles amount of AP earned.	Megalixir (x20)	Weapon
Triple AP	Triples amount of AP earned.	Wings to Discovery (x50)	Weapon
No AP	No AP earned after battles.	None	Weapon
Pickpocket	Improves your odds of stealing rare items.	Amulet (x30)	Armor
Master Thief	Steal only rare items.	Pendulum (x30)	Armor
Break HP Limit	Allows max HP to exceed 9999.	Wings to Discovery (x30)	Armor
Break MP Limit	Allows max MP to exceed 999.	Three Stars (x30)	Armor
Break Damage Limit	Allows max damage to exceed 9999.	Dark Matter (x60)	Weapon
Gillionaire	Doubles amount of Gil earned.	Designer Wallet (x30)	Weapon
HP Stroll	Automatically recover HP while walking.	Stamina Tablet (x2)	Armor
MP Stroll	Automatically recover MP while walking.	Mana Tablet (x2)	Armor
No Encounters	No random enemy encounters.	Purifying Salt (x30)	Armor
Firestrike	Adds fire element to attacks and skills.	Bomb Fragment (x4)	Weapon
Fire Ward	Reduces fire-based damage by half.	Bomb Fragment (x4)	Armor
Fireproof	Grants immunity to fire attacks.	Bomb Core (x8)	Armor
Fire Eater	Converts fire damage to HP.	Fire Gem (x20)	Armor
Icestrike	Adds ice element to attacks and skills.	Antarctic Wind (x4)	Weapon
Ice Ward	Reduces ice-based damage by half.	Antarctic Wind (x4)	Armor
Iceproof	Grants immunity to ice attacks.	Arctic Wind (x8)	Armor
Ice Eater	Converts ice damage to HP.	Ice Gem (x20)	Armor
Lightningstrike	Adds lightning element to attacks and skills.	Electro Marble (x4)	Weapon
Lightning Ward	Reduces lightning-based damage by half.	Electro Marble (x4)	Armor
Lightningproof	Grants immunity to lightning attacks.	Lightning Marble (x8)	Armor
Lightning Eater	Converts lightning damage to HP.	Lightning Gem (x20)	Armor
Waterstrike	Adds water element to attacks and skills.	Fish Scale (x4)	Weapon
Water Ward	Reduces water-based damage by half.	Fish Scale (x4)	Armor
Waterproof	Grants immunity to water attacks.	Dragon Scale (x8)	Armor
Water Eater	Converts water damage to HP.	Water Gem (x20)	Armor
Deathstrike	Almost always adds death to attacks and skills.	Farplane Wind (x60)	Weapon
Deathtouch	Sometimes adds death to attacks and skills.	Farplane Shadow (x30)	Weapon
Deathproof	Almost completely protects against death.	Farplane Wind (x60)	Armor
Death Ward	Sometimes protects against death.	Farplane Shadow (x15)	Armor
Zombiestrike	Almost always adds zombie to attacks and skills.	Candle of Life (x30)	Weapon
Zombietouch	Sometimes adds zombie to attacks and skills.	Holy Water (x70)	Weapon
Zombieproof	Almost completely protects against zombie.	Candle of Life (x10)	Armor
Zombie Ward	Sometimes protects against zombie.	Holy Water (x30)	Armor
Stonestrike	Almost always adds petrification to attacks and skills.	Petrify Grenade (x60)	Weapon
Stonetouch	Sometimes adds petrification to attacks and skills.	Petrify Grenade (x10)	Weapon
Stoneproof	Almost completely protects against petrification.	Petrify Grenade (x20)	Armor
Stone Ward	Sometimes protects against petrification.	Soft (x30)	Armor
Poisonstrike	Almost always adds poison to attacks and skills.	Poison Fang (x24)	Weapon
Poisontouch	Sometimes adds poison to attacks and skills.	Antidote (x99)	Weapon
Poisonproof	Almost completely protects against poison.	Poison Fang (x12)	Armor
Poison Ward	Sometimes protects against poison.	Antidote (x40)	Armor

ABILITY NAME	DESCRIPTION	ITEM CONVERSION	EQUIP
Sleepstrike	Almost always adds sleep to attacks and skills.	Dream Powder (x16)	Weapon
Sleeptouch	Sometimes adds sleep to attacks and skills.	Sleeping Powder (x10)	Weapon
Sleepproof	Almost completely protects against sleep.	Dream Powder (x8)	Armor
Sleep Ward	Sometimes protects against sleep.	Sleeping Powder (x6)	Armor
Silencestrike	Almost always adds silence to attacks and skills.	Silence Grenade (x20)	Weapon
Silencetouch	Sometimes adds silence to attacks and skills.	Echo Screen (x60)	Weapon
Silenceproof	Almost completely protects against silence.	Silence Grenade (x10)	Armor
Silence Ward	Sometimes protects against silence.	Echo Screen (x30)	Armor
Darkstrike	Almost always adds darkness to attacks and skills.	Smoke Bomb (x20)	Weapon
Darktouch	Sometimes adds darkness to attacks and skills.	Eye Drops (x60)	Weapon
Darkproof	Almost completely protects against darkness.	Smoke Bomb (x10)	Armor
Dark Ward	Sometimes protects against darkness.	Eye Drops (x40)	Armor
Slowstrike	Almost always adds slow to attacks and skills.	Gold Hourglass (x30)	Weapon
Slowtouch	Sometimes adds slow to attacks and skills.	Silver Hourglass (x16)	Weapon
Slowproof	Almost completely protects against slow.	Gold Hourglass (x20)	Armor
Slow Ward	Sometimes protects against slow.	Silver Hourglass (x10)	Armor
Confuseproof	Almost completely protects against confusion.	Musk (x48)	Armor
Confuse Ward	Sometimes protects against confusion.	Musk (x16)	Armor
Berserkproof	Almost completely protects against berserk.	Hypello Potion (x32)	Armor
Berserk Ward	Sometimes protects against berserk.	Hypello Potion (x8)	Armor
Curseproof	Almost completely protects against curse.	Tetra Elemental (x12)	Armor
Auto-Shell	Automatically casts Shell on user.	Lunar Curtain (x80)	Armor
Auto-Protect	Automatically casts Protect on user.	Light Curtain (x70)	Armor
Auto-Haste	Automatically casts Haste on user.	Chocobo Wing (x80)	Armor
Auto-Regen	Automatically casts Regen on user.	Healing Spring (x80)	Armor
Auto-Reflect	Automatically casts Reflect on user.	Star Curtain (x40)	Armor
SOS Shell	Casts Shell when HP is low.	Lunar Curtain (x8)	Armor
SOS Protect	Casts Protect when HP is low.	Light Curtain (x8)	Armor
SOS Haste	Casts Haste when HP is low.	Chocobo Feather (x20)	Armor
SOS Regen	Casts Regen when HP is low.	Healing Spring (x12)	Armor
SOS Reflect	Casts Reflect when HP is low.	Star Curtain (x8)	Armor
SOS NulTide	Casts NulTide when HP is low.	Dragon Scale	Armor
SOS NulFrost	Casts NulFrost when HP is low.	Arctic Wind	Armor
SOS NulShock	Casts NulShock when HP is low.	Lightning Marble	Armor
SOS NulBlaze	Casts NulBlaze when HP is low.	Bomb Core	Armor
Strength +3%	Enhances physical attack power by 3%.	Power Sphere (x3)	Weapon
Strength +5%	Enhances physical attack power by 5%.	Stamina Spring (x2)	Weapon
Strength +10%	Enhances physical attack power by 10%.	Skill Sphere	Weapon
Strength +20%	Enhances physical attack power by 20%.	Supreme Gem (x4)	Weapon
Magic +3%	Enhances magic attack power by 3%.	Mana Sphere (x3)	Weapon
Magic +5%	Enhances magic attack power by 5%.	Mana Spring (x2)	Weapon
Magic +10%	Enhances magic attack power by 10%.	Blk Magic Sphere	Weapon
Magic +20%	Enhances magic attack power by 20%.	Supreme Gem (x4)	Weapon
Defense +3%	Reduces damage from physical attacks by 3%.	Power Sphere (x3)	Armor
Defense +5%	Reduces damage from physical attacks by 5%.	Stamina Spring (x2)	Armor
Defense +10%	Reduces damage from physical attacks by 10%.	Special Sphere	Armor
Defense +20%	Reduces damage from physical attacks by 20%.	Blessed Gem (x4)	Armor
Magic Def +3%	Reduces damage from magical attacks by 3%.	Mana Sphere (x3)	Armor
Magic Def +5%	Reduces damage from magical attacks by 5%.	Mana Spring (x2)	Armor
Magic Def +10%	Reduces damage from magical attacks by 10%.	Wht Magic Sphere	Armor
Magic Def +20%	Reduces damage from magical attacks by 20%.	Blessed Gem (x4)	Armor
HP +5%	Raises max HP by 5%.	X-Potion	Armor
HP +10%	Raises max HP by 10%.	Soul Spring (x3)	Armor
HP +20%	Raises max HP by 20%.	Elixir (x5)	Armor
HP +30%	Raises max HP by 30%.	Stamina Tonic	Armor
MP +5%	Raises max MP by 5%.	Ether	Armor
MP +10%	Raises max MP by 10%.	Soul Spring (x3)	Armor
MP +20%	Raises max MP by 20%.	Elixir (x5)	Armor
MP +30%	Raises max MP by 30%.	Mana Tonic	Armor
Capture	Capture fiends for the monster arena.	None	Weapon

Items and Key Items

Even a party of well-seasoned adventurers will need a good supply of defensive and offensive items to help them on their quest. You can carry up to 99 of any one item. Additional quantities won in battle are automatically discarded.

RESTORATIVE ITEMS

You can use these items in the heat of combat or between battles. These items remove status effects, resuscitate KO'd characters, and restore lost HP or MP. Any character can use these common items.



ITEM NAME	DESCRIPTION
Potion	Restores 200 HP of one character.
Hi-Potion	Restores 1000 HP of one character.
X-Potion	Fully restores HP of one character.
Mega-Potion	Restores 2000 HP of each party member.
Ether	Restores 100 MP of one character.
Turbo Ether	Restores 500 MP of one character.
Phoenix Down	Revives one character from KO.
Mega Phoenix	Revives party from KO.
Elixir	Fully restores one character's HP & MP.
Megalixir	Fully restores HP & MP of party.
Antidote	Cures poison.
Soft	Cures petrification.
Eye Drops	Cures darkness.
Echo Screen	Cures silence.
Holy Water	Cures zombie and curse.
Remedy	Cures all status abnormalities.

DISTILLERS

These items force enemies to drop certain types of spheres when a battle ends. Any character can use these during combat.

ITEM NAME	DESCRIPTION
Power Distiller	Makes one enemy drop Power Spheres.
Mana Distiller	Makes one enemy drop Mana Spheres.
Speed Distiller	Makes one enemy drop Speed Spheres.
Ability Distiller	Makes one enemy drop Ability Spheres.

USE ITEMS

You can use the following items in battle with the special ability Use. While most of these items inflict damage or status effects, they can also be used to customize equipment.

ITEM NAME	DESCRIPTION
Al Bhed Potion	Cures poison, silence, petrification. Restores 1000 HP of each party member.
Healing Water	Fully restores HP of party.
Tetra Elemental	Fully restores HP and casts NulAll on party.
Antarctic Wind	Deals ice damage to an enemy.
Arctic Wind	Deals ice damage to an enemy.
Ice Gem	Deals ice damage to all enemies.
Bomb Fragment	Deals fire damage to an enemy.
Bomb Core	Deals fire damage to an enemy.
Fire Gem	Deals fire damage to all enemies.
Electro Marble	Deals lightning damage to an enemy.
Lightning Marble	Deals lightning damage to an enemy.
Lightning Gem	Deals lightning damage to all enemies.
Fish Scale	Deals water damage to an enemy.
Dragon Scale	Deals water damage to an enemy.
Water Gem	Deals water damage to all enemies.
Grenade	Damages all enemies.
Frag Grenade	Inflicts damage and Armor Break on all enemies.
Sleeping Powder	Inflicts damage and sleep on all enemies.
Dream Powder	Inflicts damage and sleep on all enemies.
Silence Grenade	Inflicts damage and silence on all enemies.
Smoke Bomb	Inflicts damage and darkness on all enemies.
Shadow Gem	Reduces HP of all enemies by half.
Shining Gem	Damages an enemy.
Blessed Gem	Damages an enemy.
Supreme Gem	Damages all enemies.
Poison Fang	Inflicts damage and poison on an enemy.
Silver Hourglass	Delays next turn of all enemies.
Gold Hourglass	Damages all enemies and delays their next turn.
Candle of Life	Casts Doom on an enemy.
Petrify Grenade	Petrifies all enemies.
Farplane Shadow	Inflicts death on an enemy.
Farplane Wind	Inflicts death on all enemies.
Dark Matter	Deals major damage to all enemies.
Chocobo Feather	Casts Haste on one character.
Chocobo Wing	Casts Haste on party.
Lunar Curtain	Casts Shell on one character.
Light Curtain	Casts Protect on one character.
Star Curtain	Casts Reflect on one character.
Healing Spring	Casts Regen on one character.
Mana Spring	Absorbs MP from an enemy.
Stamina Spring	Absorbs HP from an enemy.
Soul Spring	Absorbs HP & MP from an enemy.
Purifying Salt	Damages an enemy and dispels its magic effects.
Stamina Tablet	Doubles max HP of one character.
Mana Tablet	Doubles max MP of one character.
Stamina Tonic	Doubles max HP of party.
Mana Tonic	Doubles max MP of party.
Twin Stars	Reduces MP cost of one character to 0.
Three Stars	Reduces party's MP cost to 0.



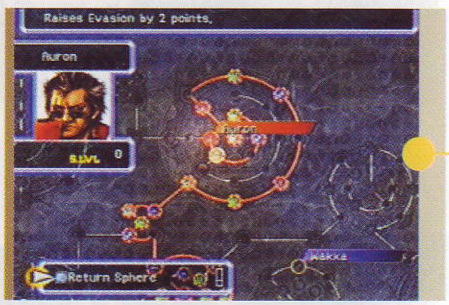




SPHERES

You win spheres by defeating enemies, and you can steal or bribe the rarer ones from certain fiends. Use spheres to activate nodes on the Sphere Grid, allowing characters to raise their attributes and learn new abilities. For a more detailed description of each type of sphere, refer to the "Abilities & the Sphere Grid" chapter.

ITEM NAME	DESCRIPTION
Power Sphere	Activates Strength, Defense, or HP nodes on Sphere Grid.
Mana Sphere	Activates Magic, Magic Defence, or MP nodes on Sphere Grid.
Speed Sphere	Activates Agility, Accuracy, or Evasion nodes on Sphere Grid.
Ability Sphere	Activates Ability nodes on Sphere Grid.
Fortune Sphere	Activates Luck nodes on Sphere Grid.
Attribute Sphere	Activates Attribute nodes used by allies on Sphere Grid.
Special Sphere	Activates Special nodes used by allies on Sphere Grid.
Skill Sphere	Activates Skill nodes used by allies on Sphere Grid.
Wht Magic Sphere	Activates White Magic nodes used by allies on Sphere Grid.
Blk Magic Sphere	Activates Black Magic nodes used by allies on Sphere Grid.
Master Sphere	Activates any Ability or Attribute nodes on Sphere Grid.
Lv. 1 Key Sphere	Opens Lv. 1 Locks on Sphere Grid.
Lv. 2 Key Sphere	Opens Lv. 2 Locks on Sphere Grid.
Lv. 3 Key Sphere	Opens Lv. 3 Locks on Sphere Grid.
Lv. 4 Key Sphere	Opens Lv. 4 Locks on Sphere Grid.
HP Sphere	Fills empty HP nodes on Sphere Grid.
MP Sphere	Fills empty MP nodes on Sphere Grid.
Strength Sphere	Fills empty Strength nodes on Sphere Grid.
Defense Sphere	Fills empty Defense nodes on Sphere Grid.
Magic Sphere	Fills empty Magic nodes on Sphere Grid.
Magic Def Sphere	Fills empty Magic Defense nodes on Sphere Grid.
Agility Sphere	Fills empty Agility nodes on Sphere Grid.
Evasion Sphere	Fills empty Evasion nodes on Sphere Grid.
Accuracy Sphere	Fills empty Accuracy nodes on Sphere Grid.
Luck Sphere	Fills empty Luck nodes on Sphere Grid.
Clear Sphere	Clears nodes from Sphere Grid.
Return Sphere	Return to any previously activated node on Sphere Grid.
Friend Sphere	Move to any ally's location on Sphere Grid.
Teleport Sphere	Move to any node activated by an ally on Sphere Grid.
Warp Sphere	Move to any node on Sphere Mode.



MISCELLANEOUS ITEMS

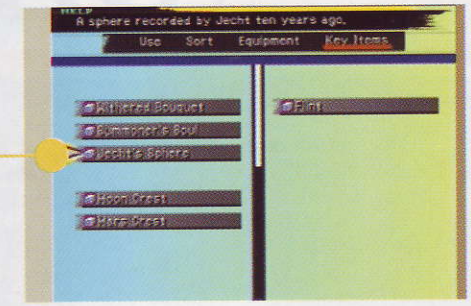
Most of the items in this section are rare items that you can only win or steal during battle. Some add rare abilities to weapons or teach your aeons new abilities, and all can be used for Rikku's Overdrive, Mix.

ITEM NAME	DESCRIPTION
Map	Displays world map.
Rename Card	Renames aeon.
Musk	There seems to be some use for this...
Hypello Potion	There seems to be some use for this...
Shining Thorn	There seems to be some use for this...
Pendulum	There seems to be some use for this...
Amulet	There seems to be some use for this...
Designer Wallet	There seems to be some use for this...
Door to Tomorrow	There seems to be some use for this...
Wings to Discovery	There seems to be some use for this...
Gambler's Spirit	There seems to be some use for this...
Underdog's Secret	There seems to be some use for this...
Winning Formula	There seems to be some use for this...

EVENT ITEMS

ITEM NAME	DESCRIPTION
Withered Bouquet	Someone put heart and soul into making this.
Flint	Used to start fires.
Cloudy Mirror	The surface is dark and clouded.
Celestial Mirror	The surface is shiny and bright.
Summoner's Soul	Allows the aeons to learn abilities.
Aeon's Soul	Allows you to raise aeons' abilities.
Jecht's Sphere	A sphere recorded by Jecht ten years ago.
Rusty Sword	An old, rusty sword.
Mark of Conquest	Given to those who have surpassed mortal bounds.
Blossom Crown	Seems to have some connection with a hidden aeon…
Flower Scepter	Seems to have some connection with a hidden aeon…
Al Bhed Primer vol. I	Teaches the letter "A" in Al Bhed.
Al Bhed Primer vol. II	Teaches the letter "B" in Al Bhed.
Al Bhed Primer vol. III	Teaches the letter "C" in Al Bhed.
Al Bhed Primer vol. IV	Teaches the letter "D" in Al Bhed.
Al Bhed Primer vol. V	Teaches the letter "E" in Al Bhed.
Al Bhed Primer vol. VI	Teaches the letter "F" in Al Bhed.
Al Bhed Primer vol. VII	Teaches the letter "G" in Al Bhed.
Al Bhed Primer vol. VIII	Teaches the letter "H" in Al Bhed.
Al Bhed Primer vol. IX	Teaches the letter "I" in Al Bhed.
Al Bhed Primer vol. X	Teaches the letter "J" in Al Bhed.
Al Bhed Primer vol. XI	Teaches the letter "K" in Al Bhed.
Al Bhed Primer vol. XII	Teaches the letter "L" in Al Bhed.
Al Bhed Primer vol. XIII	Teaches the letter "M" in Al Bhed.
Al Bhed Primer vol. XIV	Teaches the letter "N" in Al Bhed.
Al Bhed Primer vol. XV	Teaches the letter "O" in Al Bhed.
Al Bhed Primer vol. XVI	Teaches the letter "P" in Al Bhed.
Al Bhed Primer vol. XVII	Teaches the letter "Q" in Al Bhed.
Al Bhed Primer vol. XVIII	Teaches the letter "R" in Al Bhed.
Al Bhed Primer vol. XIX	Teaches the letter "S" in Al Bhed.
Al Bhed Primer vol. XX	Teaches the letter "T" in Al Bhed.
Al Bhed Primer vol. XXI	Teaches the letter "U" in Al Bhed.
Al Bhed Primer vol. XXII	Teaches the letter "V" in Al Bhed.
Al Bhed Primer vol. XXIII	Teaches the letter "W" in Al Bhed.
Al Bhed Primer vol. XXIV	Teaches the letter "X" in Al Bhed.
Al Bhed Primer vol. XXV	Teaches the letter "Y" in Al Bhed.
Al Bhed Primer vol. XXVI	Teaches the letter "Z" in Al Bhed.
Sun Crest	A Celestial Token, fashioned in the shape of the Sun.
Sun Sigil	A Celestial Token, fashioned in the shape of the Sun.
Moon Crest	A Celestial Token, fashioned in the shape of the Moon.
Moon Sigil	A Celestial Token, fashioned in the shape of the Moon.
Mercury Crest	A Celestial Token, fashioned in the shape of Mercury.
Mercury Sigil	A Celestial Token, fashioned in the shape of Mercury.
Venus Crest	A Celestial Token, fashioned in the shape of Venus.
Venus Sigil	A Celestial Token, fashioned in the shape of Venus.
Mars Crest	A Celestial Token, fashioned in the shape of Mars.
Mars Sigil	A Celestial Token, fashioned in the shape of Mars.
Jupiter Crest	A Celestial Token, fashioned in the shape of Jupiter.
Jupiter Sigil	A Celestial Token, fashioned in the shape of Jupiter.
Saturn Crest	A Celestial Token, fashioned in the shape of Saturn.
Saturn Sigil	A Celestial Token, fashioned in the shape of Saturn.

Event items are kept in the Key Items inventory, separate from the others.



SHOPS LIST

This section contains the inventory of every merchant and shop in Spira. Use this section to compare prices and save your Gil for the true bargains.

Take note that armor is included in the "Weapons" list, since this is how it appears in the game. To purchase armor during the game, ask a merchant to see their weapons.

To sell equipment, ask a merchant to see their weapons. Then press ● and choose the "Sell" option to view your inventory. You should wait until your inventory is nearly full before you sell any excess equipment at rock bottom prices.

IMPORTANT!

The items in this chapter appear during your first visit to a particular area. On subsequent visits later in the game, the items will be different.



BESAID VILLAGE

ITEMS

NAME	GIL
Potion	50
Phoenix Down	100
Antidote	50

KILIKA ISLAND

WEAPONS

NAME	GIL
Hunter's Sword	250
Rod of Wisdom	250
Scout	250
Cactuar Scope	250
Hunter's Spear	375
Seeker's Shield	150
Seeker's Armguard	150
Seeker's Bangle	150
Seeker's Armlet	150

LUCA

WEAPONS

NAME	GIL
Warrior's Sword	150
Enchanted Rod	150
Power Ball	150
Magical Mog	150
Halberd	225
Shimmering Blade	225
Metal Shield	250
Metal Ring	250
Metal Armguard	250
Metal Bangle	250
Metal Armlet	250

ITEMS

NAME	GIL
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50

DJOSE TEMPLE (INN)

WEAPONS

NAME	GIL
Fencing Saber	550
Rune Rod	550
Hyper Ball	550
Rune Mog	550
Halberd	825
Shimmering Blade	825
Metal Shield	550
Metal Ring	550
Metal Armguard	550
Metal Bangle	550
Metal Armlet	550
Metal Bracer	550

ITEMS

NAME	GIL
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50

MOONFLOW—SOUTH WHARF (WOMAN NEAR DOCKS)

WEAPONS

NAME	GIL
Bright Shield	1968
Serum Ring	1781
Danger Armguard	1968
Echo Bangle	1968
Soft Armlet	3281
Blue Bracer	3843

ITEMS

NAME	GIL
Potion	62
Phoenix Down	125
Antidote	62
Eye Drops	62
Echo Screen	62
Soft	62

MOONFLOW—SOUTH WHARF
(MAN AT DOCKS)

WEAPONS

NAME	GIL
Serum Shield	2850
NulTide Ring	3150
Soft Armguard	5250
Emerald Bangle	2250
Bright Armlet	3150
White Bracer	6150

ITEMS

NAME	GIL
Potion	100
Phoenix Down	200
Antidote	100
Eye Drops	100
Echo Screen	100
Soft	100

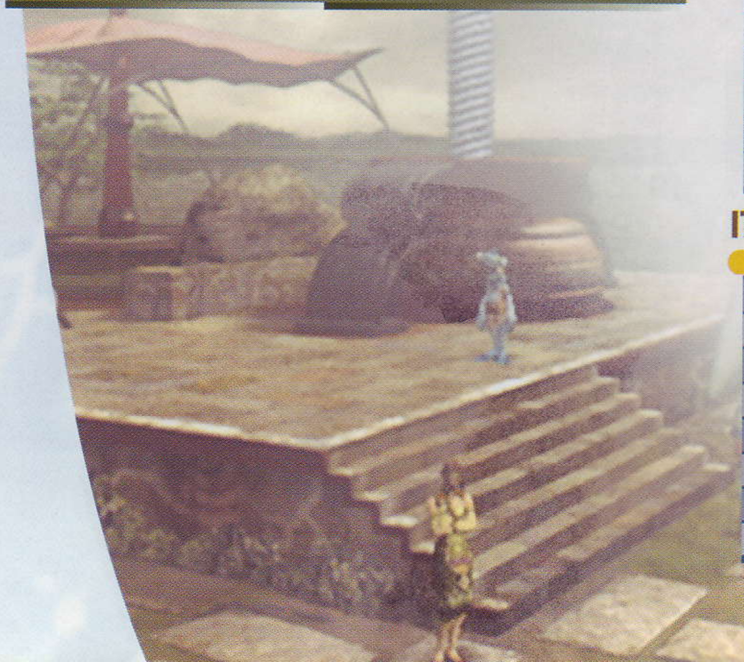
MOONFLOW—SOUTH WHARF
(MAN UNDER TENT)

WEAPONS

NAME	GIL
Hunter's Sword	2250
Flametongue	3750
Ice Ball	3750
Twin Lance	8700
Blurry Moon	6150

ITEMS

NAME	GIL
Potion	100
Phoenix Down	200
Antidote	100
Eye Drops	100
Echo Screen	100
Soft	100



GUADOSALAM

WEAPONS

NAME	GIL
Baroque Sword	1237
Ductile Rod	1237
Switch Hitter	1237
Variable Mog	1237
Halberd	2475
Shimmering Blade	2475
Devastator	1237
Yellow Shield	3487
Yellow Ring	3487
Yellow Armguard	3487
Yellow Bangle	3487
Yellow Armlet	3487
Yellow Bracer	3487
Yellow Targe	3487

ITEMS

NAME	GIL
Potions	75
Phoenix Down	150
Antidote	75
Eye Drops	75
Echo Screen	75
Soft	75

THUNDER PLAINS
(RIN'S TRAVEL AGENCY)

WEAPONS

NAME	GIL
Baroque Sword	825
Ductile Rod	825
Switch Hitter	825
Variable Mog	825
Halberd	1650
Shimmering Blade	1650
Devastator	825
Yellow Shield	2475
Yellow Ring	2475
Yellow Armguard	2475
Yellow Bangle	2475
Yellow Armlet	2475
Yellow Bracer	2475
Yellow Targe	2475

ITEMS

NAME	GIL
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Grenade	300
Map	50

LAKE MALACANIA
(RIN'S TRAVEL AGENCY)

WEAPONS

NAME	GIL
Baroque Sword	825
Ductile Rod	825
Switch Hitter	825
Variable Mog	825
Halberd	1650
Shimmering Blade	1650
Devastator	825
Seeker's Shield	1575
Seeker's Ring	1575
Seeker's Armguard	1575
Seeker's Bangle	1575
Seeker's Armlet	1575
Seeker's Bracer	1575
Seeker's Targe	1575
Longsword	1575

ITEMS

NAME	GIL
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Grenade	300
Map	50

AIRSHIP (RIN)

WEAPONS

NAME	GIL
Baroque Sword	907
Ductile Rod	907
Switch Hitter	907
Variable Mog	907
Halberd	1815
Shimmering Blade	1815
Devastator	907
Seeker's Shield	1732
Seeker's Ring	1732
Seeker's Armguard	1732
Seeker's Bangle	1732
Seeker's Armlet	1732
Seeker's Bracer	1732
Seeker's Targe	1732

ITEMS

NAME	GIL
Potion	55
Hi-Potion	550
Phoenix Down	110
Antidote	55
Eye Drops	55
Echo Screen	55
Soft	55
Power Distiller	110
Mana Distiller	110
Speed Distiller	110
Ability Distiller	110
Grenade	330
Map	55

MT. GAGAZET

WEAPONS

NAME	GIL
Baroque Sword	22,725
Ductile Rod	22,725
Switch Hitter	22,725
Variable Mog	22,725
Shapeshifter	37,875
Shiranui	37,875
Devastator	22,725
Glorious Shield	4725
Glorious Ring	4725
Glorious Armguard	4725
Glorious Bangle	4725
Glorious Armlet	4725
Glorious Bracer	4725
Glorious Targe	4725

ITEMS

NAME	GIL
Potion	50
Hi-Potion	500
Phoenix Down	100
Holy Water	300
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100

VIA PURIFICO (CHEST)

ITEMS

NAME	GIL
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50

NAME	GIL
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100

O'AKA XXIII, MERCHANT EXTRAORDINAIRE

When the characters board the S.S. Liki bound for Kilika, there is an interesting character hanging out below the deck. Althou he calls himself a merchant, he doesn't have anything to sell at this point. Even worse, he wants to borrow Gil from you!

Consider a loan to O'aka as an investment. The secret is that O'aka will eventually become the best merchant in all of Spira.

When you talk to O'aka at specific points in the game, you can loan Gil to him. O'aka will begin to sell items *after* you loan him Gil. All you need to do is invest 1 Gil to get things started.

As indicated in the table below, an investment of 10,001 Gil will get you discounted prices. However, to receive cheaper prices, you need to shop so that the purchase total + 10,001 Gil is *less than* the total when purchased goods are shifted to standard pric The specific purchase total at which this condition is satisfied is anywhere above 23,336 Gil. Therefore, if you're not going to invest very much in O'aka's business and you still plan to shop at other places, then you're better off not investing at all.

You can loan O'aka Gil at the following locations:

S.S. Liki	**Dock 1, Luca**
S.S. Winno	**Mi'ihen Highroad (outside the gates of Mushroom Rock)**

Thereafter, O'aka's equipment prices finally drop when you encounter him next on Mushroom Rock Road before the combined effort against Sin.

INVESTMENT TOTAL	GOODS PRICE
0-100 Gil	Standard Price x 2.0
101-1000 Gil	Standard Price x 1.5
1001-10,000 Gil	Standard Price x 1.2
10,001 Gil and up	Standard Price x 0.7

"Standard Price" indicates prices at ordinary shops.

O'AKA'S LOCATIONS

OUTSIDE LUCA STADIUM

WEAPONS

Stunning Steel	Magic Ring
Rulebreaker	Magic Bangle
Thunder Spear	Red Armlet

MUSHROOM ROCK ROAD

WEAPONS	ITEMS
Ice Brand	Potion
Metal Shield	Phoenix Down
Rod of Wisdom	Antidote
Magic Ring	Eye Drops
NulFrost Armguard	Echo Screen
Magic Bangle	
Light Bracer	

MUSHROOM ROCK ROAD—RIDG

WEAPONS	ITEMS
Avenger	Potion
T.K.O.	Phoenix Down
Sentry	Antidote
Pearl Ring	Eye Drops
White Armlet	Echo Screen
Alert Armlet	Soft
Blue Bangle	
Red Ring	
Lucid Armguard	

MOONFLOW—SOUTH WHARF

WEAPONS	ITEMS
Double-Edge	Potion
Switch Hitter	Phoenix Down
Snakehead	Antidote
Mythril Ring	Eye Drops
Emerald Bangle	Echo Screen
Serum Bracer	Soft

MOONFLOW—NORTH WHARF

ITEMS

Potion	Eye Drops
Phoenix Down	Echo Screen
Antidote	Soft

GUADOSALAM (INSIDE SHOP)

WEAPONS	ITEMS
Double-Edge	Potion
Belladonna Wand	Phoenix Down
Shades	Antidote
Fatal Cait Sith	Eye Drops
Shimmering Blade	Echo Screen
Devastator	Soft
Yellow Shield	
Yellow Ring	
Yellow Armguard	
Yellow Bangle	
Yellow Armlet	
Yellow Bracer	
Yellow Targe	

MACALANIA WOODS—LAKE ROAD

WEAPONS	ITEMS
Sonic Steel	Potion
Rod of Darkness	Hi-Potion
Ice Ball	Phoenix Down
Shimmering Blade	Antidote
Force Knuckles	Eye Drops
White Bangle	Echo Screen
Blue Armlet	Soft

LAKE MACALANIA (OUTSIDE TRAVEL AGENCY)

WEAPONS	ITEMS
Sonic Steel	Potion
Halberd	Hi-Potion
Force Knuckles	Phoenix Down
Serum Ring	Antidote
Echo Bangle	Eye Drops
Echo Armlet	Echo Screen
Soft Bracer	Soft
Soldier's Targe	

MACALANIA—ROAD (OUTSIDE TEMPLE)

WEAPONS	ITEMS (DOUBLE NORMAL PRICE)
Sonic Steel	Potion
Halberd	Hi-Potion
Force Knuckles	Phoenix Down
Serum Ring	Antidote
Echo Bangle	Eye Drops
Echo Armlet	Echo Screen
Soft Bracer	Soft
Soldier's Targe	

HIGHBRIDGE

ITEMS

Potion	Soft
Hi-Potion	Power Distiller
Phoenix Down	Mana Distiller
Antidote	Speed Distiller
Eye Drops	Ability Distiller
Echo Screen	

MT. GAGAZET (WANTZ)

WEAPONS	ITEMS
Double-Edge	Potion
Conductor	Hi-Potion
Double Penalty	Phoenix Down
Booster Cactuar	Holy Water
Trident	Antidote
Shimmering Blade	Eye Drops
Survivor	Echo Screen
Tetra Shield	Soft
Blessed Ring	Power Distiller
Tetra Armguard	Mana Distiller
Shell Bangle	Speed Distiller
Tetra Armlet	Ability Distiller
Blessed Bracer	
Haste Targe	



ZANARKAND

ENEMIES



SINSCALE	
HP: 100	AP: 0
Gil: 0	
DROP: N/A	
STEAL: N/A	



SINSPAWN AMMES boss	
HP: 2400	AP: 0
GIL: 0	
DROP: N/A	
STEAL: N/A	

OBJECTIVES



Break through the Sinscales.



Eliminate the sinspawn.

ITEMS Longsword



THE STAR BLITZER

As the game begins, Tidus is on his way to a blitzball match at Zanarkand's stadium. However, a small crowd has gathered outside his residence. After speaking with those in the crowd, move past them. To get to the stadium, move across the bridge full of people. During this short jaunt, you can learn some things about Tidus's father, Jecht, from a commentator. Outside the arena, the crowd mobs Tidus and won't let him through. Maneuver Tidus through the people to the large doorway.







THE STADIUM IN RUINS

During the exciting blitzball match, Zanarkand gets attacked by Sin! As this occurs, Tidus falls from above and lands in the rubble outside. Move down the ramp until Tidus spots Auron, and then follow Auron into the city streets.

TIDUS



Blitzball runs in Tidus's blood, as he is the son of the legendary blitzer Jecht. But when Jecht mysteriously disappeared years ago, Tidus was left alone to fend for himself. The hard times are over, and now Tidus is living up to his old man's legacy.



THE INVASION

Tidus and Auron watch as a large monster crashes into a nearby building. A swarm of Sinscales emanate from its tail and land in front of the duo. Auron then hands Tidus a **Longsword**. Use the Attack command to eliminate the enemies directly in front of the characters to move on to the next area.





THE MYSTERIOUS ONE

This silent and cryptic man has served as mentor to Tidus. Since Jecht's disappearance, he has looked after Tidus from afar.



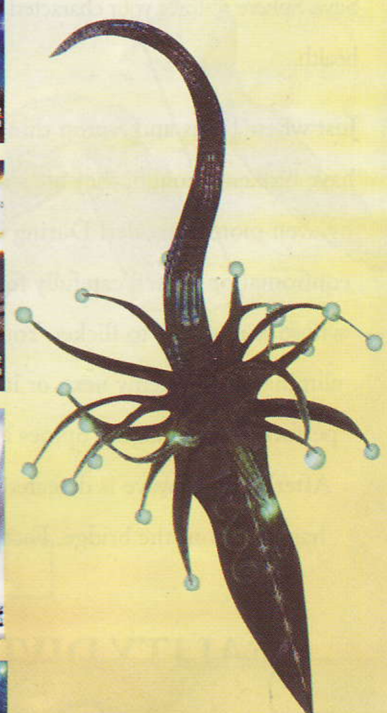
PROGENY OF SIN

The twosome then reach a location where another gigantic creature has crash-landed. To escape the enemy invasion, this monster must die.

BOSS SINSPAWN AMMES

HP: 2400 (1000)
AP: 0
WEAKNESS: None
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



This boss gets to attack first, and always casts a spell called Demi. This is a black magic spell that reduces the characters' HP only by a certain percentage. Since this is the monster's lone attack, it cannot kill Tidus and Auron! So don't worry about healing your characters, just attack.



Tidus and Auron start this battle with their Overdrive gauges nearly full. The sinspawn's first attack is usually enough to send Auron's gauge over the edge. When it's Auron's turn to attack, press the left directional button to access the Overdrive Menu. Select his Overdrive, called Bushido, and execute his Dragon Fang attack. When the countdown starts, quickly enter the commands displayed on-screen. If you can push all eight buttons before time runs out, the attack will be executed at maximum power. The Dragon Fang should eliminate all the Sinscales in front of the boss, thus enabling you to concentrate the rest of your attacks on the sinspawn.





Tidus's Overdrive is called Swordplay. When the countdown starts, a marker races across a thin meter on-screen. Press the ⊗ button when the marker is directly in the center of the meter to execute the Overdrive. The strength of the attack is determined by the amount of time left on the clock.



After using both characters' Overdrives, keep attacking the sinspawn, chopping off some of its tentacles each time. Auron's Power Break ability is useless in this fight, because the creature only attacks with magic. After destroying all of the tentacles, the battle ends.





THE FINAL WAVE









Next, go to the **Save Sphere** located behind the sinspawn's dormant corpse. Touching the Save Sphere restores your characters to full health.

Just when Tidus and Auron think they have broken through, they are surrounded by even more Sinscales! During this confrontation, watch carefully for enemies whose wings start to flicker. You should eliminate that enemy next, or it will perform the damaging Spines attack.

After the first wave is defeated and replaced by new foes, Auron instructs Tidus to attack the tanker hanging from the bridge. Focus all of your attacks on the tanker until it falls and explodes.

REALITY DIVIDES



Tidus then finds himself drawn into a bizarre situation. Press the ◎ button to float downward. Turn Tidus around and head for the blurry figure standing on the platform.

AL BHED TERRITORY

ENEMIES

	SAHAGIN	PIRANHA	GEOSGAENO (boss)	KLIKK (boss)	TROS (boss)
HP	100	50	32,767	1500	2200
AP	0	1	4200	5	8
Gil	0	2	1000	50	100
DROP	N/A	Power Sphere	N/A	Ability Sphere (x2)	Power Sphere (x2)
STEAL	N/A	Grenade	N/A	Grenade	Grenade

OBJECTIVES


Swim through the ruins to the stairs.


Continue along the stone path.


Escape from the Geosgaeno.


Build a fire in the temple ruins.


Speak to the Al Bhed girl and her friends.

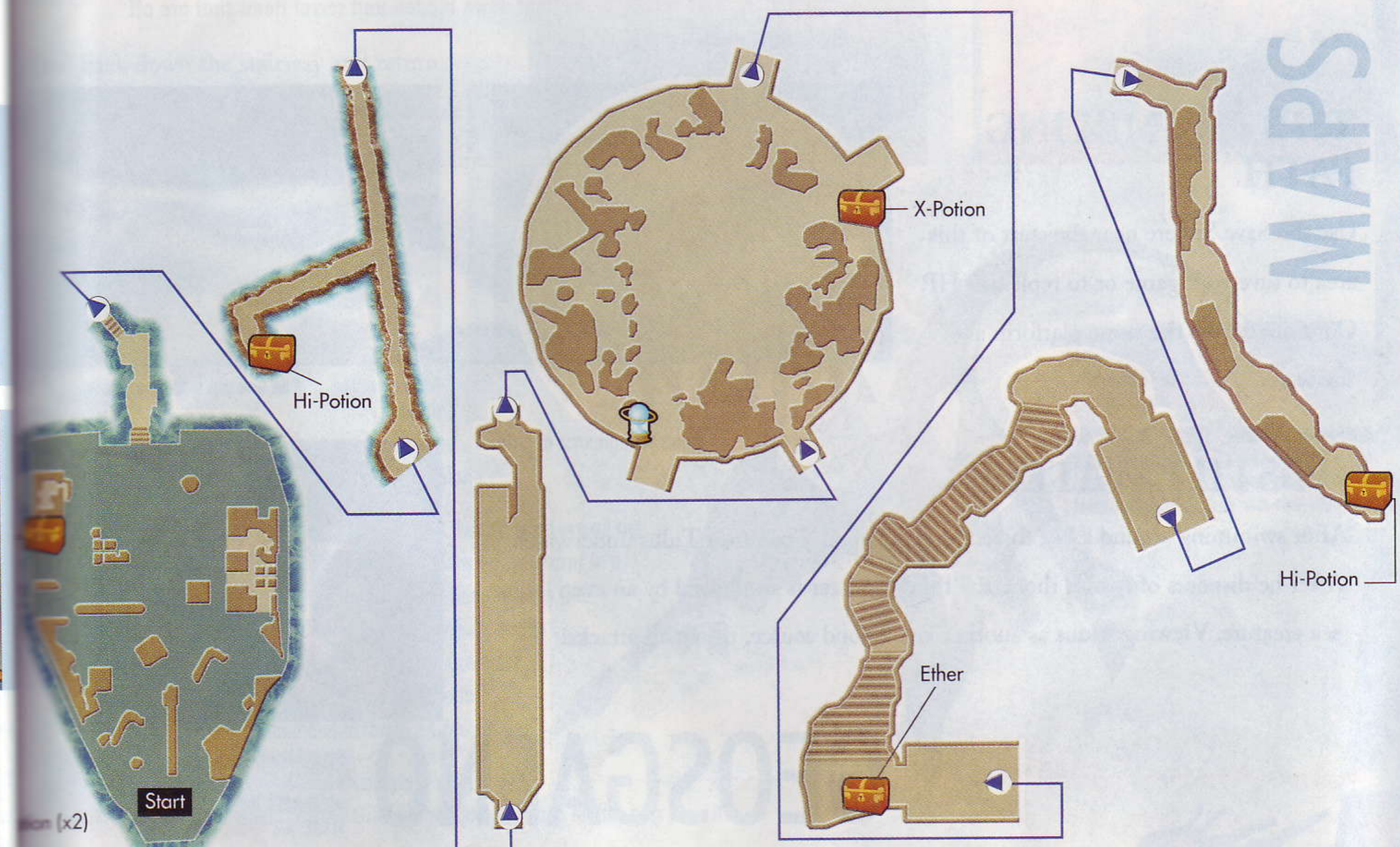

Salvage the sunken machina.


Return to the Al Bhed salvage ship for dinner.


Surround and defeat Tros.

ITEMS	
Potion (x5)	
Hi-Potion (x2)	
200 Gil	
Ether	
Al Bhed Primer vol. I	

KEY ITEMS
Flint
Withered Bouquet



CASTAWAY

Tidus finds himself alone and adrift amid a sea of ruins. Use the left analog stick to guide Tidus through the water, and press ◉ to dive under the surface.



On the far west side of the area, there is a small set of stairs where Tidus can get on dry land. The blue globe-like object is an **Al Bhed Compilation Sphere**, 1 which doesn't serve much use until later in the game.




There are two **Potions** in a chest just south of the Compilation Sphere.

Another platform to explore is on the far east side of the water area. There is a sign here written in Al Bhed, a language Tidus doesn't understand. Directly behind the sign's location is a partially hidden treasure chest containing **200 Gil**.





When finished searching the new environs, swim to the center stairs and move into the next area. 2

THE SECRET OF THE PICTURES

In the still shots from the game, the map display function was left on for a reason. If you look closely at the shots, you can see where Tidus is standing in the environment. This will help you hunt down hidden and secret items that are off the beaten path!

THE CRUMBLING PATH

Use the Save Sphere near the start of this area to save your game or to replenish HP. Continue across the stone platform above the water.




Follow the west branch of the stone path to find a chest containing a Hi-Potion.

HOSTILE WATERS

After swimming around a bit, three Sahagin enemies confront Tidus underwater. After he disposes of two of them, the third monster is swallowed by an even larger sea creature. Viewing Tidus as another viable food source, the fiend attacks!



BOSS FIGHT

GEOSGAENO

HP: 32,767 (90 to escape)
AP: 0
WEAKNESS: None
STEAL: N/A

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2



When it's Tidus's turn to attack, press right on the left analog stick to access the Subcommand Menu, then select Escape each round. If you're unsuccessful, keep trying. The other way to win this fight is to attack each turn for three rounds. However, Geosgaeno will counterattack, cutting your HP in half.





GATHERING FUEL FOR THE FIRE

Following Tidus's escape from the massive sea monster, navigate up the stairs and through the door. You need to build a fire. In the center of the massive room are logs that can be kindled into flame. Go through the doors near the Save Sphere, search the open drawer for the **Flint**, and return to the main chamber.

Head to the north part of the map, and enter the doorway marked on the on-screen map with a green square. Ascend the stairs and examine the dried flowers to obtain the **Withered Bouquet**. 3 Now you're ready to start the fire.

Head back down the stairway and return to the kindling in the middle of the temple floor. When you examine it, Tidus starts a fire.



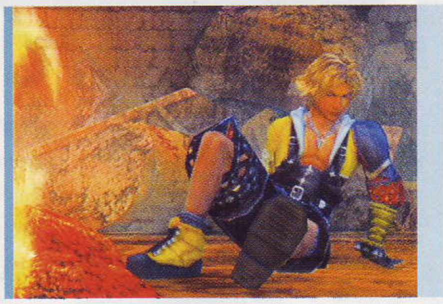






Head down from the doorway to find a treasure chest containing an Ether.





While upstairs, follow the balcony to its end and open the treasure chest to obtain a **Hi-Potion**.

BOSS FIGHT

KLIKK



HP: 1500 (400)
AP: 5 (7)
WEAKNESS: None
STEAL: Grenade

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Shortly after Tidus dozes off, the campfire goes out. Turning to scrounge for more materials, the blitzball champ sees that he is not alone.

It's best to just trade blows with this agile opponent. Keep a close eye on the CTB Window on the right side of the screen. When Tidus has two turns in a row, use a Potion or Hi-Potion to reclaim any lost HP. Keep striking the Klikk until a group of people blow down the door. A young person then joins Tidus in the battle, and a tutorial on using Grenades occurs. When it is the girl's turn, scroll down to the Special command, then select the Use command to throw a Grenade.

Have Tidus continue to attack while the mystery girl steals another Grenade from the Klikk. Use the Grenade you just stole and let this boss have it!









AL BHED SHIP

Tidus is abducted and forced to work for the strange group of people. On the ship's deck, talk to the soldier on the left to get three **Potions**. You can also find the **Al Bhed Primer vol. I** in the opposite corner.

THE AL BHED LANGUAGE

Turn to the **RPG Basics** section at the front of this book for a complete discussion on obtaining Al Bhed Primers and learning this mysterious language.

Return to the girl who speaks Tidus's language and talk to her. A short tutorial on Abilities and the Sphere Grid follows. Afterward, the Sphere Grid command appears on the Main Menu. Tidus should have gained a Sphere Level after the last fight, so use the Sphere Grid to acquire the Cheer ability.

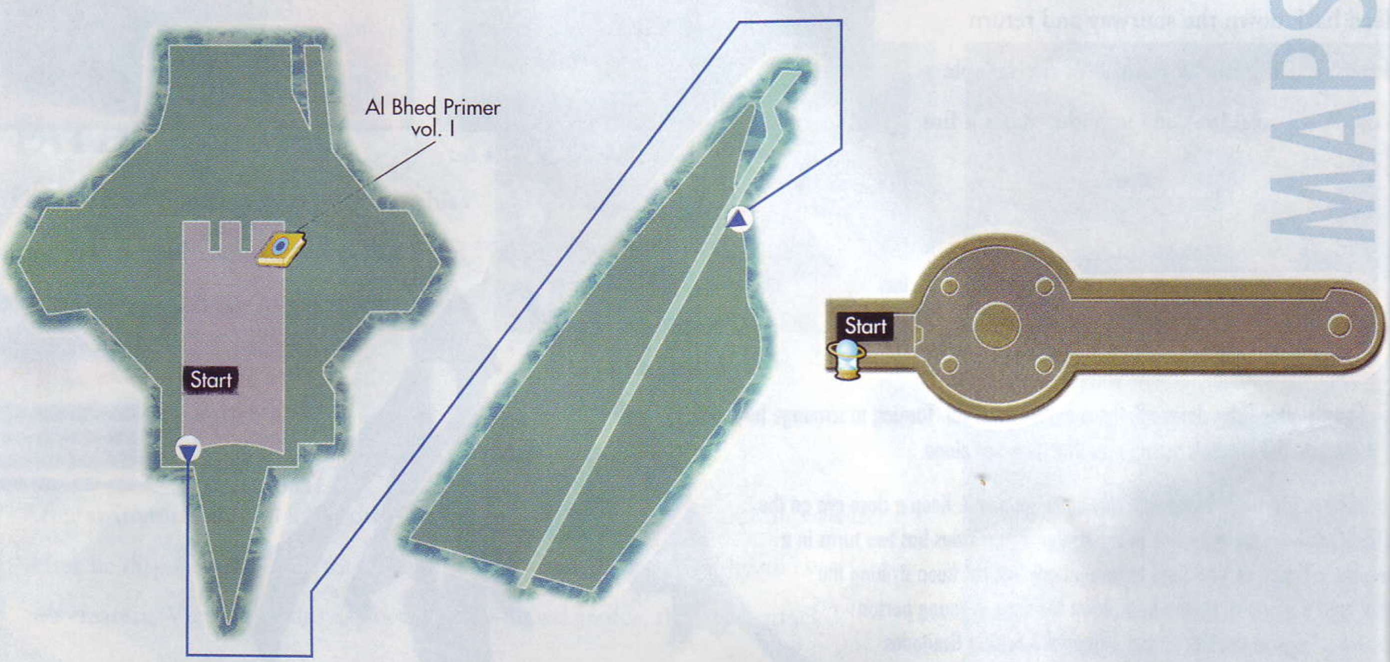


Talk to the Al Bhed to receive three **Potions**.



Al Bhed Primer vol. I is located to the right of the entrance to the ship's hold.





SALVAGE OPERATION

After talking to the girl a second time, Tidus dives into the water. You may encounter Piranhas along the way. Use these opportunities to steal Grenades and gain spheres and AP.

Inside the sunken ruins, there is a **Save Sphere** just inside the entrance. Press ◉ to descend to it. Swim forward and examine the large control panel.



After Tidus opens the door, follow the girl into the second corridor.

Swim into the next large chamber, where some Piranhas will attack. Again, steal as many Grenades as possible and leave the disposal of these enemies up to Tidus. Afterward, join the girl in examining the device. However, Tidus will draw the attention of a rather massive foe. Swim back to the first chamber to engage the enemy.









BOSS FIGHT

TROS

HP: 2200 (600)
AP: 8 (12)
WEAKNESS: None
STEAL: Grenades

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



After each character uses a turn to attack or steal, the beast swims to the other side of the chamber, after which a short tutorial on Trigger Commands follows. On your next turn, press left to enter the Trigger Command menu and choose "Stand By." This chance to rest restores 50 HP to each character. On Tidus's next turn, use the Cheer ability if it's available. After the short rest, Tros uses its Nautilus Charge to attack both characters at once.





Spend your next turns using Potions to recover any lost HP. When you get an opportunity, use a Grenade against the boss.

Tros then swims to the other side of the room again. If it isn't Tidus's turn, press △ until he is ready to go again. If you check Tidus's Trigger Commands this time around, there is an option to perform a Pincer Attack. This attack causes the characters to surround the boss and prevents its Nautilus Charge attack.







UNDERWATER MYSTERY

After the tense battle, follow the girl through the hole in the wall and swim toward the direction indicated by the red arrow on the on-screen map.

The crew returns to the ship, and during the dialogue there is an opportunity to use the Save Sphere. Speak to the girl again when you're ready. Tidus has another strange experience with Sin. He is swept away into the current, and there's no telling where the powerful monster will take him next!



ISLE OF BESAID

ENEMIES

	PIRANHA	DINGO	CONDOR	WATER FLAN	GARUDA
HP	50	125	95	315	1400
AP	1	2	2	2	8
Gil	2	15	12	18	30
DROP	Power Sphere	Power Sphere	Speed Sphere	Mana Sphere	Power Sphere
STEAL	Grenade	Potion	Phoenix Down	Fish Scale	N/A

OBJECTIVES



Meet the Besaid Aurochs.



Look for underwater treasures.



Follow Wakka to the village.



Meet with the Crusaders at their lodge.



Check out Besaid Temple.



Find Wakka's house and take a nap.

KEY ITEMS
- Moon Crest
- Al Bhed Primer vol. II



Solve the mystery of the Cloister of Trials.



The summoner emerges.

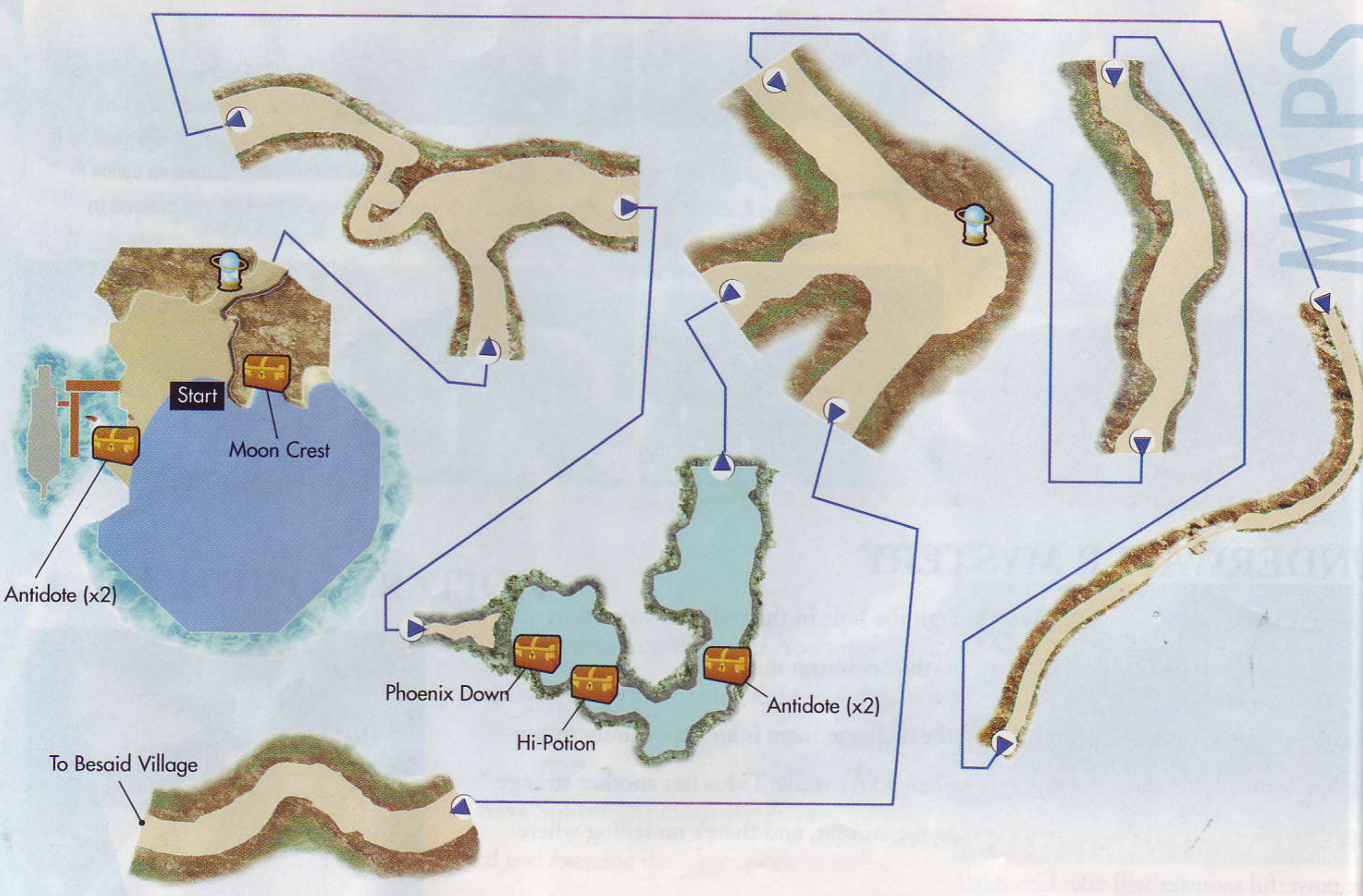


Witness the calling of an aeon.



Go with the party to the boat docks.

KEY ITEMS
- Antidote (x4)
- Phoenix Down (x5)
- Hi-Potion (x2)
- 400 Gil
- Potion (x2)
- Rod of Wisdom
- Brotherhood
- Ether
- Seeker's Ring
- 400 Gil
- Remedy



BEACH PARTY

After meeting the local blitzball team, the Besaid Aurochs, collect the items scattered around the area and then follow Wakka toward the village. Also, if you talk to the team more than once, most of them will give you an item.





Don't miss the two **Antidotes** in the treasure chest on the western beach, near the pier.



There's a **Moon Crest** in a little alcove just east of the main beach.



CAPTAIN OF THE AUROCHS

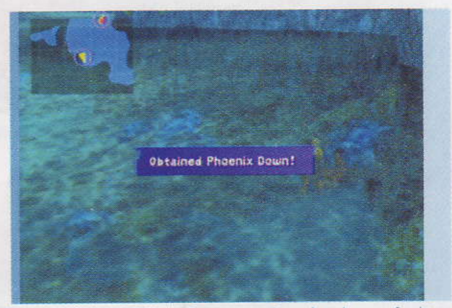
The captain of the Besaid Aurochs is a jovial fellow. "Do your best" seems to be Wakka's motto. He has vowed to be a guardian to avenge his brother's death.

SHALLOW WATERS OF BESAID

Follow Wakka inland until you reach a high cliff over a beautiful lagoon. After Wakka shoves Tidus into the water, swim around a bit and collect some useful items from various sunken treasure chests. You will encounter Piranhas, so move quickly.



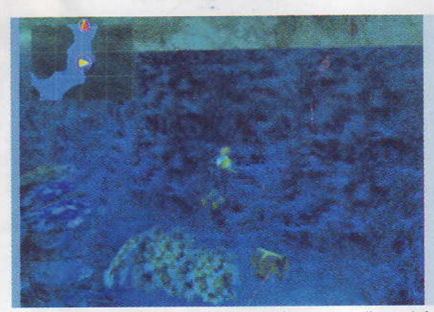




Swim south from Tidus's landing point, and search underwater for this treasure chest containing a **Phoenix Down**.



Continue around the next corner and search for this easy-to-miss **Hi-Potion**.





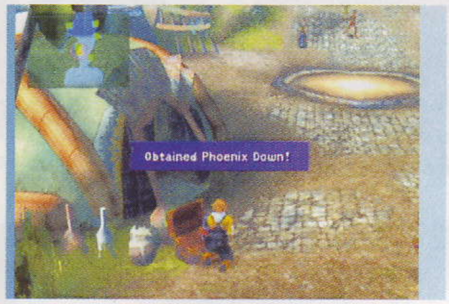
As you move east and swim north along the far canyon wall, search for these two **Antidotes**.

WAKKA'S VILLAGE

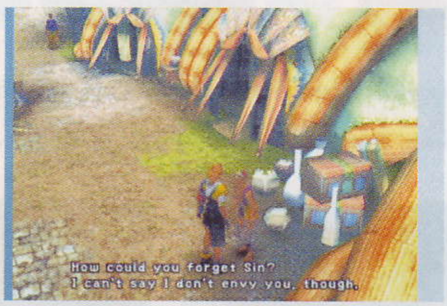
When the duo returns to dry land, head down the mountain from the Save Sphere toward the village. Wakka and Tidus encounter two Crusaders. After Wakka teaches the prayer of Yevon to Tidus, explore the village for treasure chests.

Wakka is in the second tent on the right, but he's waiting for Tidus to pay a visit to the village temple on the hill. Outside the first tent on the left is a **Phoenix Down**, and inside is an item shop where you can buy Potions, Phoenix Downs, and Antidotes.





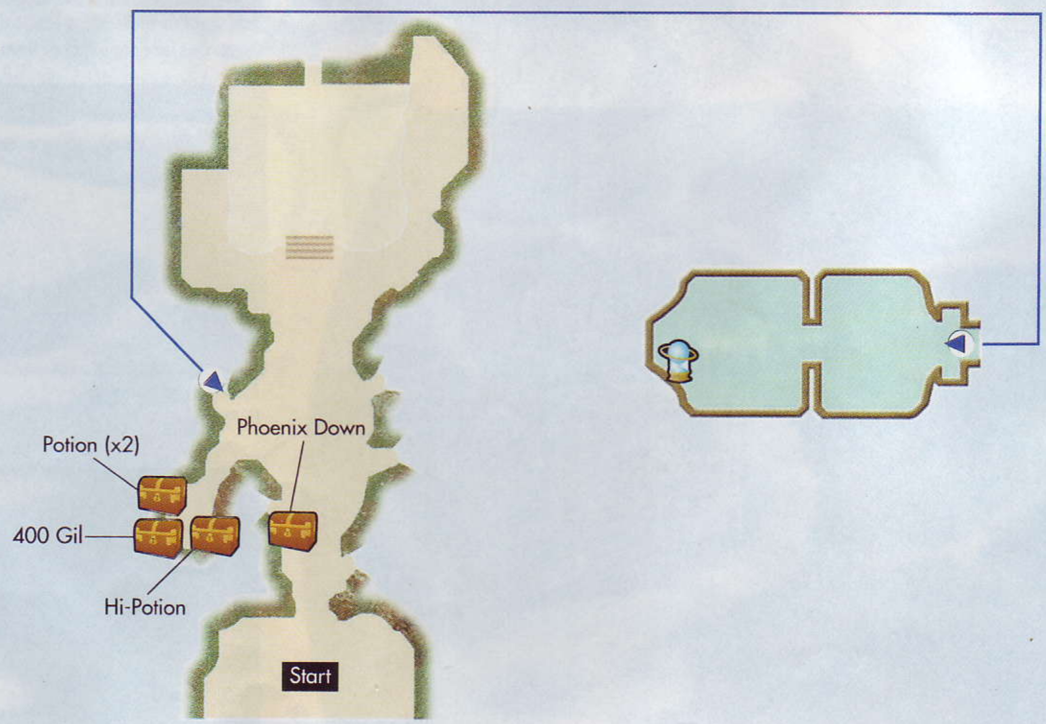




This old man wandering around town can tell you all you want to know about Sin and Yevon.



Find the concealed area between the item shop and Crusaders Lodge to discover three treasure chests containing a **Hi-Potion**, **400 Gil**, and two **Potions**!

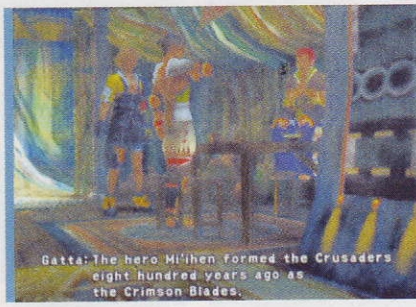


THE CRUSADERS LODGE

When you're finished exploring, stop by the Crusaders Lodge on the left side of the village circle. Speak to Gatta and Luzzu about the origin of the Crusaders and their war against Sin. You can take a nap at the inn if you like, and there's a **sphere monitor** next to the attendant's desk.

SPHERE MONITORS

You can find these decorative panels at inns and shops. Use them to repeat tutorials, and to brush up on FINAL FANTASY X terminology and functions. Later in the game, the sphere monitors teach you how to defeat certain fiends in the region.



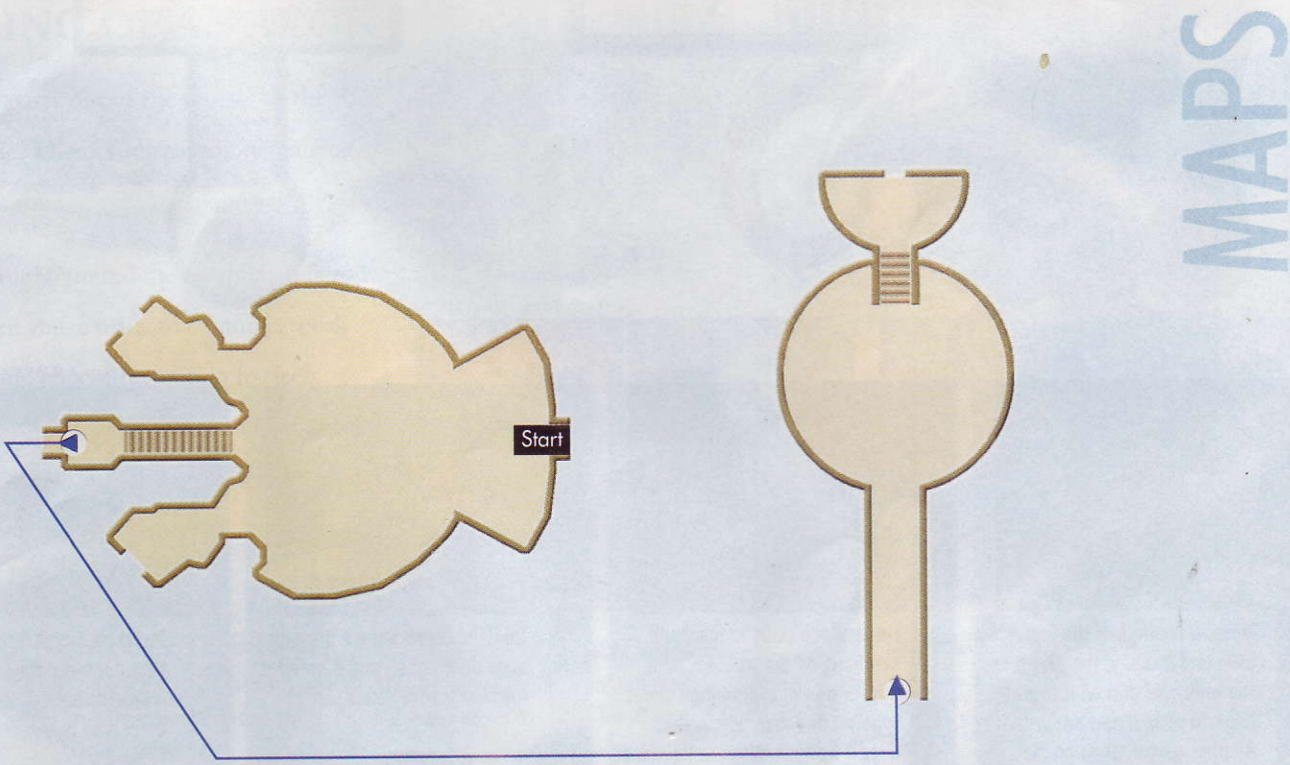


THE SUMMONER'S TEMPLE

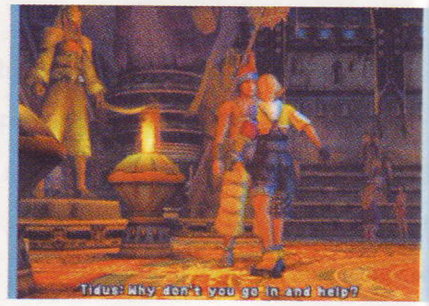
After speaking with the Crusaders, run up the hill to the temple perched on the hilltop. Inside, head toward the central stairs. After a lecture about the summoners and the principles of Yevon, return to Wakka's hut and accept his offer to take a nap.





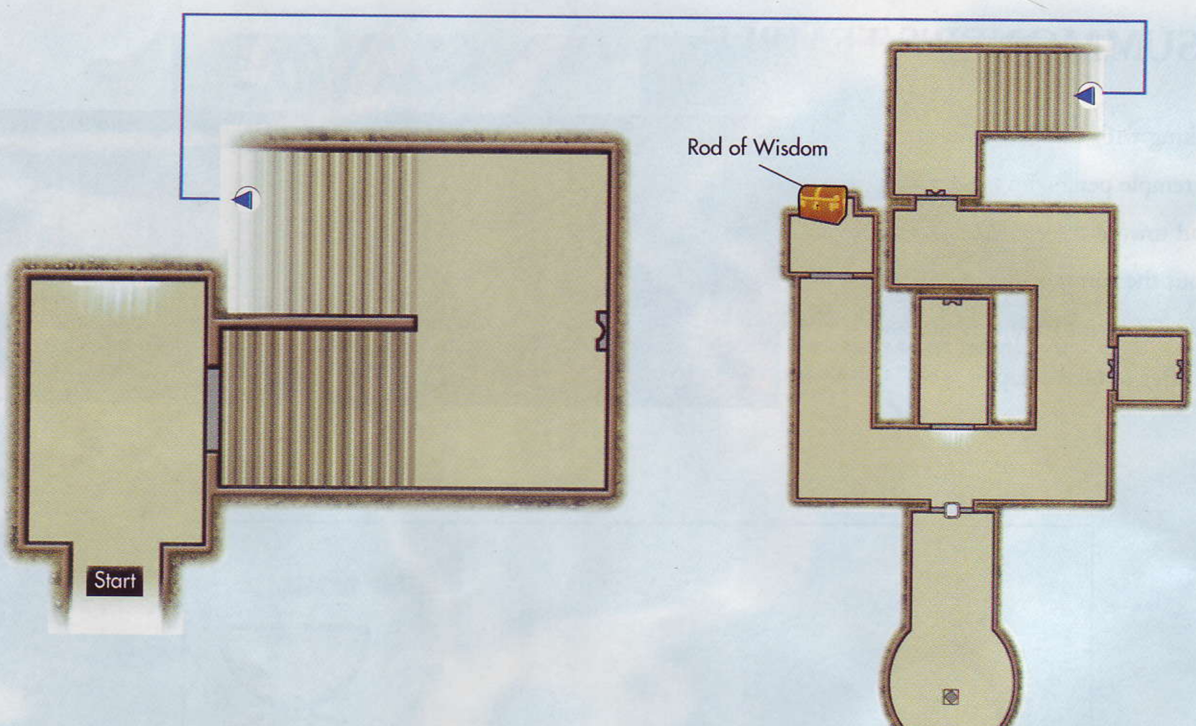


When Tidus wakes up, return to the temple and move to Wakka's side. Tidus eventually gets fed up and invades the inner sanctum. Now the brash young hero must solve an extremely clever puzzle.



BESAID TEMPLE—THE CLOISTER OF TRIALS

Tidus has entered a sacred area that can only be entered by the faithful. There are areas similar to this one in each temple throughout Spira. Using magical glyphs and spheres, you must unlock the secrets of the Cloister of Trials to enter the sacred Chamber of the Fayth. This is where summoners go to pray for new aeons. There is always one powerful treasure hidden in these areas. You'll need Destruction Spheres to find them.

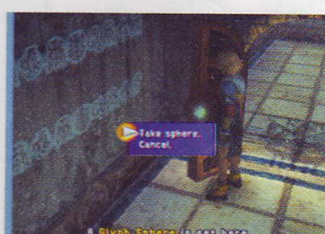




1. Move to the back of the first area and examine the **glyph** on the wall. This ancient ideogram helps to open a new path. Another **glyph** glows on the right side of the room. Examine it to reveal a secret chamber.



2. Descend the stairs to the small overhang on the wall. Examine this for a brief explanation about spheres, and then obtain the **Glyph Sphere**. Move to the door at the bottom of the stairs, and insert the Glyph Sphere to open it.



3. Take the Glyph Sphere from the open door panel, and proceed to the next sphere recess.



4. Insert the Glyph Sphere to reveal a secret room. Inside is a **Destruction Sphere**, but don't take it just yet. Proceed to the next area.



5. Examine the runes across from the pedestal to reveal a Glyph. Examine the Glyph again to open a hidden chamber. Enter the chamber and remove the **Besaid Sphere**.



6. Insert the Besaid Sphere into the pedestal. This reveals yet another chamber, and Tidus pushes the pedestal inside.



7. At this point, leave the pedestal and return to the Destruction Sphere.



8. Place the Destruction Sphere in the slot in which you found the Besaid Sphere. This opens a hidden chamber on the far side of the Cloister.



9. Go to the new opening in the wall, and obtain a **Rod of Wisdom** from the treasure chest.



10. Return to the pedestal and push it into the room until it locks into place and sinks into the floor.



THE BEAUTIFUL SUMMONER

The new summoner of Besaid Village is the young Yuna, daughter of High Summoner Braska. She has learned the ability to call upon the aeons, powerful supernatural beings. Together with her guardians, she must embark upon a pilgrimage to defeat Sin and bring about an era of peace.

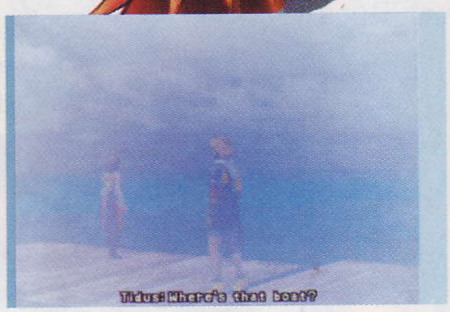
CALLING OF AN AEON



Follow the party out of the temple to the village circle, where Yuna summons Valefor for the first time.

Later that night around the campfire, talk to Yuna. When you're ready to continue, speak to Wakka and choose the option to sleep. During the night, Tidus has a strange dream. Just move him toward Yuna on the pier.







A LOYAL GUARDIAN

Lulu is a warm-hearted soul who tries to conceal her emotions. Although she can seem insensitive at times, she also serves as one of Yuna's loyal guardians.

BEGINNING THE PILGRIMAGE

The next morning, examine the lodge attendant's desk for the **Al Bhed Primer vol. II**, (1) and then exit the lodge to join the others. Wakka gives Tidus the **Brotherhood**, (2) a beautiful blue sword. After Yuna joins the party, they leave the village.





As the party travels up the mountain, they will take part in a series of tutorial battles against several different creatures. Simply follow the advice of the other characters to learn how to use each party member's special skills in battle.



At the top of the mountain, have Tidus pray with the others if you wish. Then head north from the place of prayer toward an ancient structure. There is an indecipherable message written in Al Bhed on the first column. Quite suddenly, a monster jumps out and attacks Tidus!





BOSS FIGHT — KIMAHRI

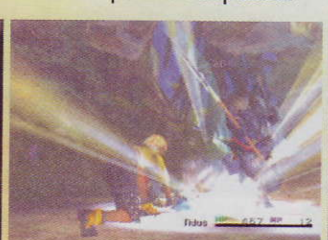
HP:	750 (300)
AP:	3 (4)
WEAKNESS:	None
STEAL:	N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Use the Cheer ability to receive less damage from Kimahri's attacks. Keep attacking Kimahri and avoid consuming any healing items unless it's absolutely necessary. After the showdown, Tidus's HP and MP are restored to full.

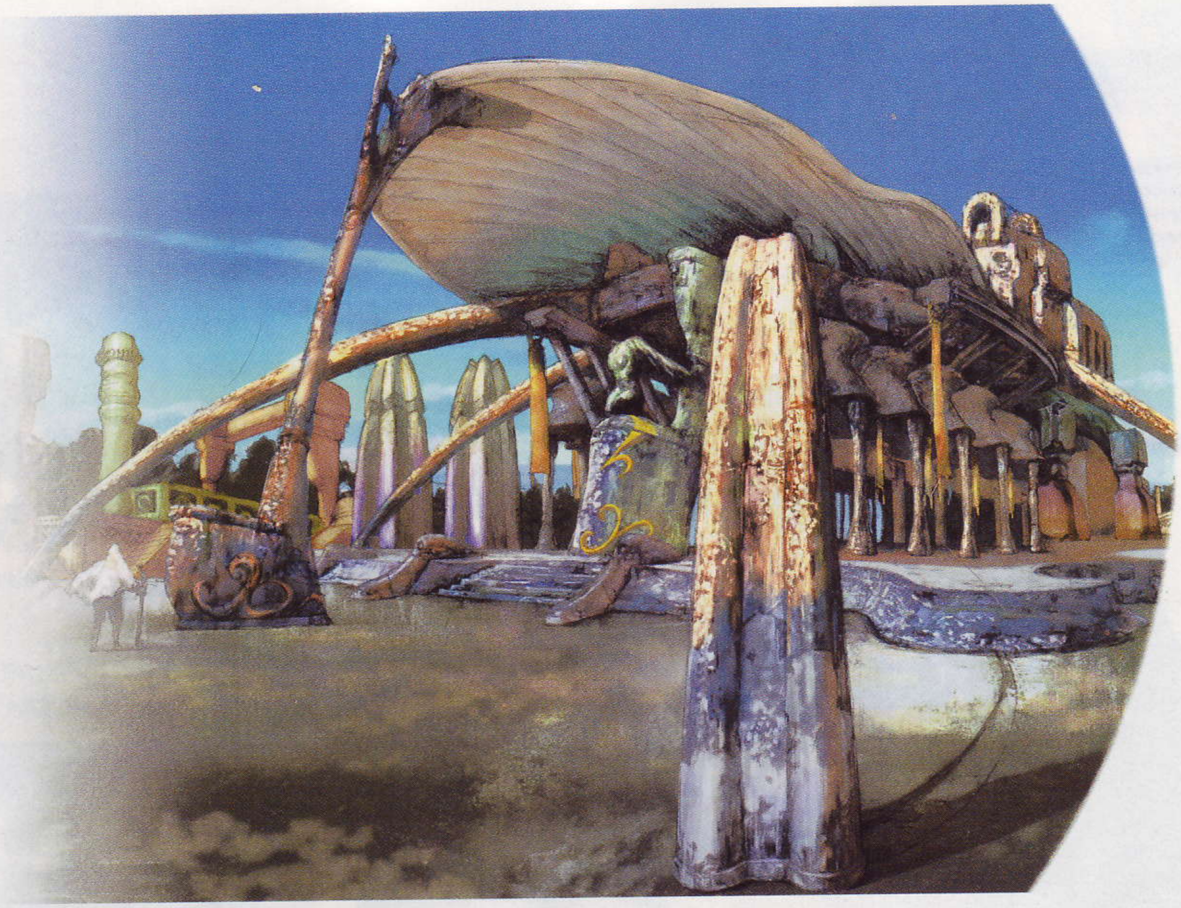
Hopefully, Tidus's Overdrive will trigger near the start of the battle. After performing four physical attacks, Kimahri will alternate between physical attacks and the powerful Jump attack.













THE QUIET RONSO

Yuna's most faithful guardian, this silent giant is actually quite small for a Ronso. However, his quiet manner indicates a wisdom beyond his years. The blue-furred warrior can learn fiends' techniques by using his Lancet ability.

DEPARTING FROM BESAID

After the battle with Kimahri, follow the mountain trail past the waterfalls. Be prepared for additional tutorial battles. When the fight ensues, you must switch out Tidus for Yuna. Then summon Valefor and cast magic spells on the enemy or use Sonic Wings. If pushed into Overdrive, unleash Valefor's Energy Ray attack to quickly end the battle.





A FOND FAREWELL

Return to the beach and follow the party onto the pier. Before boarding the boat, talk to the townsfolk to receive some gifts, including an **Ether**, three **Phoenix Downs**, a **Seeker's Ring**, and **400 Gil**. Talk to the little boy on the plank to get a **Remedy**, and then board the S.S. Liki.



S.S. LIKI

ENEMIES



SIN (boss)		SINSPAWN ECHUILLES		SINSCALE	
HP: 2000	**AP:** 10	**HP:** 2000	**AP:** 12	**HP:** 200	**AP:** 2
GIL: 200		**GIL:** 100		**Gil:** 50	
DROP: N/A		**DROP:** N/A		**DROP:** Potion	
STEAL: N/A		**STEAL:** N/A		**STEAL:** Potion	





ITEMS
- Potion (x6)
- Remedy

KEY ITEMS
- Al Bhed Primer vol. III

OBJECTIVES


Search the ship for items and interesting people.

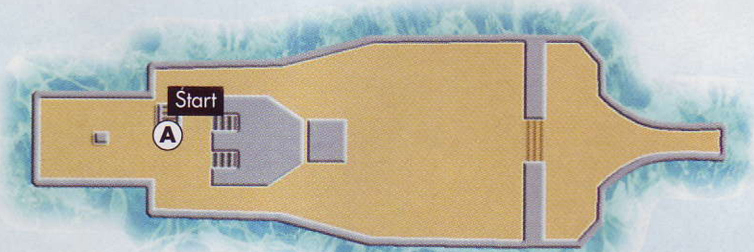

Find out what everyone's saying about Yuna.


Speak to Wakka about the summoner.


Get to know Yuna better.


Prevent Sin from dragging the ship underwater.

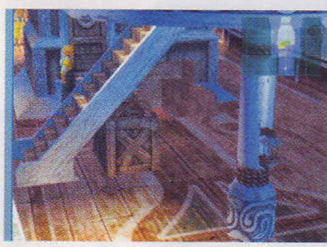

Survive the wrath of the sinspawn.

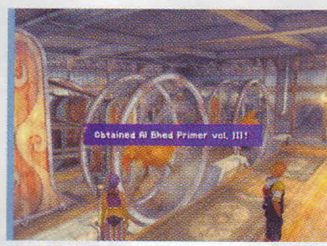




PLEASURE CRUISE

After speaking to Wakka, go below deck. The entrance is at the rear of the ship, next to the bridge's door.





Search the bottom corner of the power room to find the **Al Bhed Primer vol. III.**


In the cabin, kick the luggage to get a **Potion**. If you have less than 20 Potions, you will keep receiving one Potion until you reach 20. Across from the suitcase is a **Remedy**.

O'AKA XXIII, MERCHANT EXTRAORDINAIRE

Below deck, Tidus meets O'aka. With a little help, O'aka can become a great merchant. After meeting O'aka the first time, speak to him again. He then asks if you can loan him some Gil; consider it an investment in his business.

O'aka appears again in various places throughout the game. Depending on the amount of Gil you give him, O'aka's prices may be cheaper than the shops. If you loan him a large amount, he may even sell some rare items! Refer to the Shop Lists chapter for more information on O'aka.



GETTING ACQUAINTED WITH YUNA

When you're finished, return to the deck and join the small crowd gathered around the summoner. After speaking to Wakka again, approach Yuna on the bow.



BOSS FIGHT

SIN

HP: Sin: 2000 (1000), Sinscales:200 (400)	
AP: Sin: 10 (15), Sinscales: 2 (3)	
WEAKNESS: NONE	
STEAL: N/A	

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



This gigantic monster launches Sinscales to engage the party on the deck, which are replaced by new Sinscales for each set of three you eliminate. The real target is Sin's gigantic fin.

Although you start with Kimahri, Tidus, and Yuna in your party, you can replace Yuna with Lulu and cast any spell on the giant fin. Then, using Tidus and Kimahri, ll only two of the Sinscales. Leaving one Sinscale alive lowers the amount of damage the party ill take during the battle. You can then switch out Kimahri for Wakka, and bring Yuna back in to l characters who need it. Wakka, Lulu, and Kimahri are the only characters who can damage n, in addition to Valefor if na summons it.





mmon Valefor as the battle comes to an end. Use physical attacks to help fill its Overdrive uge. The aeon's Energy Ray attack will most certainly end this battle.





AP NOTE

The AP listed for Sinspawn Echuilles is awarded only after winning *both* boss battles. Therefore, you can see how important it is for Tidus and Wakka to survive the second encounter!

SINSPAWN ECHUILLES

HP: 2000	
AP: 12	
WEAKNESS: Darkness	
STEAL: N/A	

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

kka dives overboard to rescue Tidus, an underwater sinspawn emerges from the depths. A very difficult battle is to begin!

us's Cheer ability to improve both men's strength and defense, and use Wakka's Dark Attack to blind Echuilles. This es its ability to drain HP from either character. You should ignore the Sinscales, although they continually inflict damage. Keep striking wn in an effort to end the battle as soon as possible. After using two Drain Touch attacks, Echuilles uses the Blender attack.

der attack depletes a lot of your characters' HP. Continue to use Wakka's Dark Attack when needed. If Wakka runs out of MP, use an eplenish it. Keep a close eye on the CTB Window on the right side of the screen. Use a Potion or Hi-Potion when a character has two a row and is low on HP.









KILIKA

ENEMIES



RAGORA	
HP: 780	AP: 20
Gil: 48	
DROP: Speed Sphere	
STEAL: Antidote	



LORD OCHU (boss)	
HP: 4649	AP: 40
Gil: 420	
DROP: MP Sphere	
STEAL: Potion	



DINONIX	
HP: 140	AP: 9
Gil: 27	
DROP: Speed Sphere	
STEAL: Soft	



YELLOW ELEMENT	
HP: 300	AP: 9
Gil: 33	
DROP: Mana Sphere	
STEAL: Electro Marble	



KILLER BEE	
HP: 110	AP: 9
Gil: 23	
DROP: Speed Sphere	
STEAL: Antidote	



SINSPAWN GENEAUX (boss)	
HP: 3000	AP: 53
Gil: 300	
DROP: Power Sphere	
STEAL: N/A	

OBJECTIVES



Attend the sending.



Find Wakka on the east pier.



Head into Kilika Woods.



Learn about Lord Ochu.



Follow the Crusaders through the woods.



Race up the mountain stairs.



Defeat the forest sinspawn.



Penetrate Kilika Temple.



Return to the village and board a new ship.

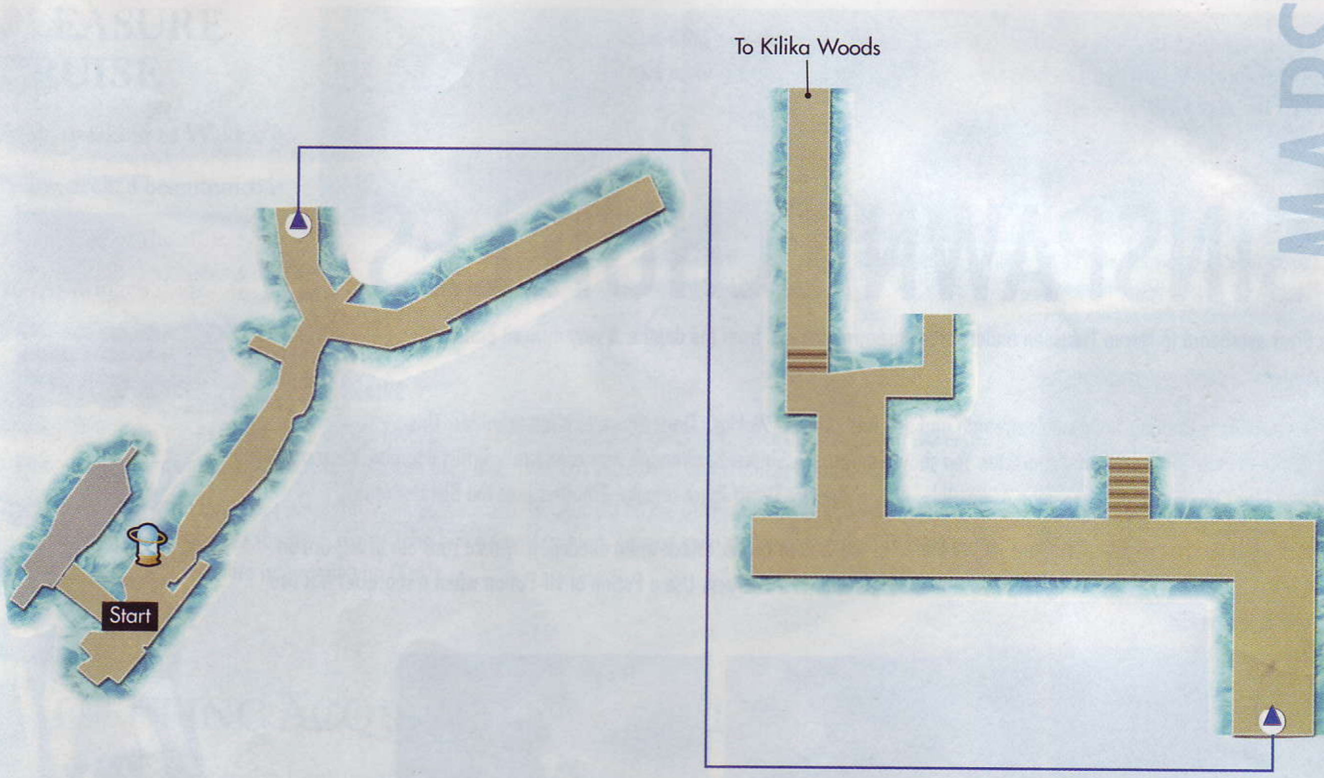
ITEMS

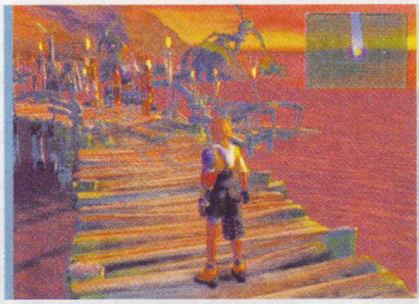
- Potion (x3)
- Ether
- Elixir
- Mana Sphere (x2)
- Remedy
- NulBlaze Shield
- Scout
- Hi-Potion
- Luck Sphere

KEY ITEMS

- Al Bhed Primer vol. IV

MAPS





THE SENDING

Follow the other characters into the remains of Kilika. The shop and the bar are closed for now, so head west until Tidus finds Yuna with the survivors. They're preparing to "send" their loved ones to the Farplane.



SIFTING THROUGH THE RUBBLE

The next morning, one of the Aurochs tells Tidus that Wakka is waiting. Before reporting to him, there are a few tasks remaining in Kilika.





Just west of the inn, save the girl from danger and receive a reward at the local bar.



Just north of the inn, pick up the three **Potions** from the treasure chest on the left.



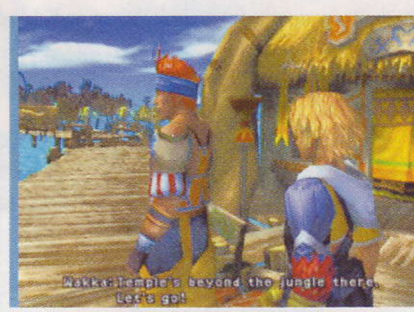
Head south to the local bar, where you can find the **Al Bhed Primer vol. IV** on the counter. If you saved the barmaid's little sister, she lets you have the **Ether** in the treasure chest.



There's an equipment shop south of the bar that sells Seeker armor. Another good buy is Lulu's Cactuar Scope.

DEPARTING FOR THE TEMPLE

Wakka is overseeing construction at the east end of the pier, so visit him when you're ready to leave. Afterward, head west back through Kilika.

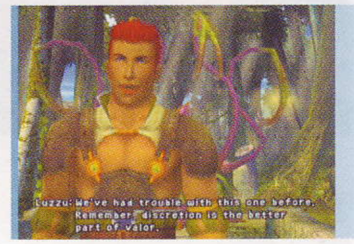


LORD OF THE FOREST

Proceed straight ahead on the forest path to trigger another tutorial battle. Use Kimahri's Lancet ability to learn the Seed Cannon attack from the Ragora. It doesn't hurt to perform Lancet each time you encounter a new type of monster. Beyond the Al Bhed sign stand Luzzu and Gatta, who introduce Lord Ochu.









LORD OCHU (Optional)

HP:	4649 (800)
AP:	40 (60)
WEAKNESS:	Fire
STEAL:	N/A

WEAKNESS	x1.5
ABSORPTION	÷
IMMUNITY	/
HALF DAMAGE	1/2

This battle should involve all your characters. Keep Lulu in the party the whole time and cast Fire, and make Tidus cast Haste, if available, on Lulu to increase her number of turns. Kimahri inflicts the most damage with a physical assault, while Wakka can prevent Lord Ochu's spell casting by using his Silence Attack. Bring Yuna in to heal characters low on health or to cast Esuna when characters are poisoned.

Make sure one character has a weapon equipped with the Sensor ability, such as Lulu's Cactuar Scope. When Ochu's HP gets below 2000, you can have Yuna summon Valefor and continue to cast Fire spells. By summoning the aeon, you can avoid Ochu's Earthquake attack. However, you don't have to summon Valefor to win the fight. Use Sonic Wings between each Fire spell to delay Ochu's turn. Ochu will fall asleep once it loses 2500 HP. Since it regenerates HP while dozing, quickly use a physical attack to wake up the boss. This will cause Ochu to perform the high-powered Earthquake attack, so look out!









KILIKA

HIDDEN AMONGST THE TREES

If you manage to defeat Lord Ochu, speak to Luzzu to receive an **Elixir,** and then return to the Save Sphere to recuperate. From the Save Sphere, move along the short trail to the east to find a chest with two **Mana Spheres**. When finished collecting items, proceed north along the riverbank to the temple stairs.







Follow the western trail until it curves east and you meet this trio. When the sentry is alone, speak to her to receive a **Remedy**. Speak to her a second time to get a **NulBlaze Shield!**



There's a treasure chest across the branch and down the path directly south of the soldier. Inside it is Wakka's **Scout** ball.



When this forest sentry is alone, she will give you a **Hi-Potion**.



Move to the north from the last soldier and follow the path to a chest containing a **Luck Sphere**.

COMING 'ROUND THE MOUNTAIN

As the party races up the mountain stairway to Kilika Temple, take the opportunity to equip new items and save your game. At the top, the party finds trouble with Sin's progeny once again.



SINSPAWN GENEAUX

HP: Body: 3000 (900), Tentacles: 450 (500)
AP: Body: 48 (72), Tentacles: 5 (7)
WEAKNESS: Body: Fire (absorbs water), Tentacles: None
STEAL: N/A

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

If Kimahri has a piercing weapon equipped, his physical attacks can penetrate the boss's shell. Since its tentacles absorb magic attacks directed against the body, Haste Lulu and have her cast Fire on them. Also, target them with weapons to hack them off.





Once the tentacles are gone, the body unwraps into its true form. All physical attacks will now hurt it, but Fire still works best. Use Wakka's Silence Attack to prevent it from casting Water, and use Yuna to heal and cast Esuna on poisoned party members. You can also summon Valefor and use Sonic Wings to delay Geneaux's turns.









KILIKA TEMPLE

Follow the party up the remaining stairs to the temple courtyard. After encountering some blitzball rivals, enter the temple.

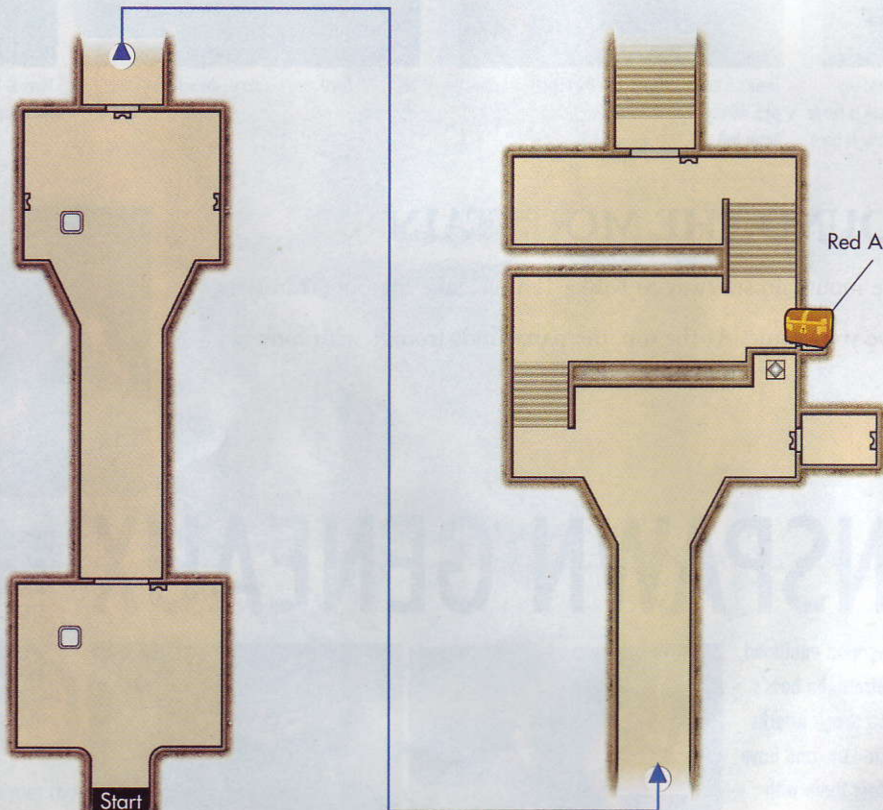


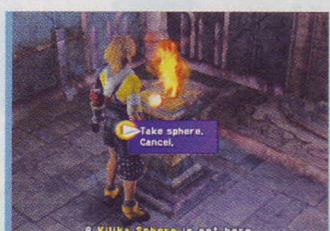
After Yuna meets a competitor of her own, follow the group into the inner sanctum. When Tidus is left behind, head back toward the door for another encounter with Dona and her guardian. Now Tidus must unlock another Cloister of Trials.



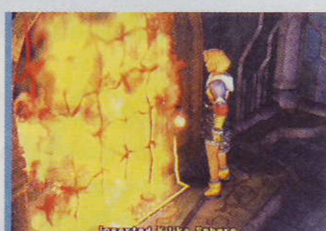


KILIKA TEMPLE—CLOISTER OF TRIALS

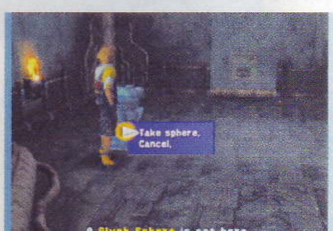




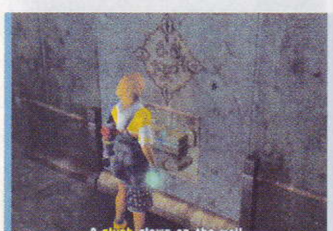
1. Enter the Cloister and remove the **Kilika Sphere** from the pedestal on the left.



2. Place the Kilika Sphere in the slot next to the door. This causes it to catch fire. Remove the sphere to extinguish the blaze, and bring it with you into the next chamber.



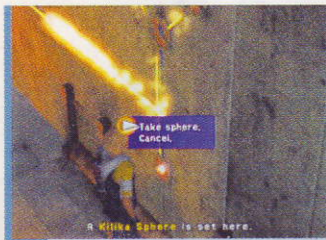
3. Proceed into the next chamber. Insert the Kilika Sphere into the slot on the north wall to make a glyph appear above the shelf. Remove the Kilika Sphere and insert it into one of the side shelves, and then touch the glyph to open the wall.



4. Remove the Glyph Sphere and set it on one of the side shelves.



5. Enter the fiery chamber and move to the right. Step on the glowing floor switch to teleport the pedestal in from the previous room.



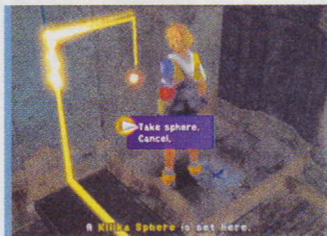
6. Take the **Kilika Sphere** from the right wall to extinguish the flames. Place the Kilika Sphere into the pedestal.



7. Return to the previous chamber and grab the Glyph Sphere. Place it in the wall where you found the Kilika Sphere and put out the fire. This opens a secret chamber.



8. Push the pedestal with the Kilika Sphere on it to the floor switch to make a section of the platform drop.



9. Go downstairs and take the Kilika Sphere from the new slot. Place it into the slot next to the exit, and leave it there.



10. Obtain the **Destruction Sphere** from inside the secret chamber on the top platform. Take it downstairs and use it in the new slot beneath the ledge.



11. Open the chest inside the newly revealed area to obtain the **Red Armlet**.



12. Take the Kilika Sphere from the slot beside the exit and continue through the door.



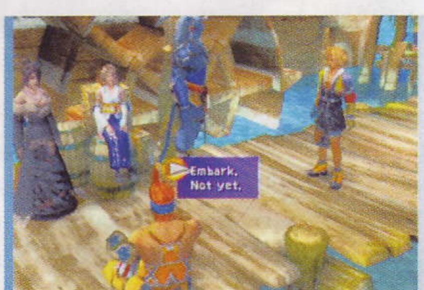
THE INTERLOPER

Keep talking to Wakka until he has nothing else to say. Then walk toward the door and Yuna will appear. She can now summon the aeon Ifrit.



A NEW VESSEL

Leave the temple and return through the woods to the village. Join the rest of the party at the pier, and choose the option to embark.



S.S. WINNO

ENEMIES None **ITEMS** None **KEY ITEMS** Al Bhed Primer vol. V

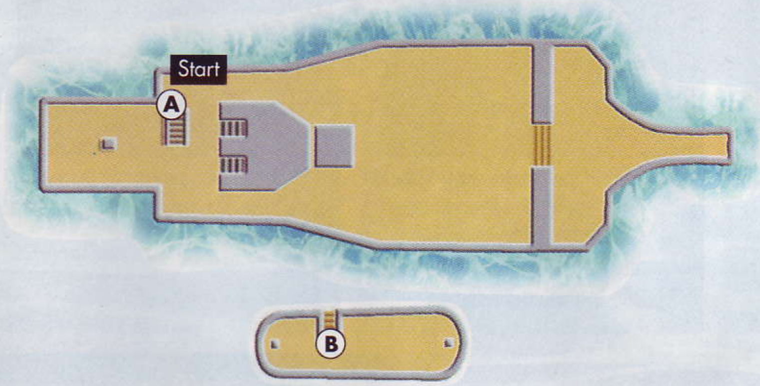
OBJECTIVES


Go up on deck.


Join Yuna's conversation.


Overhear an argument between Lulu and Wakka.


Try the Jecht Shot challenge.

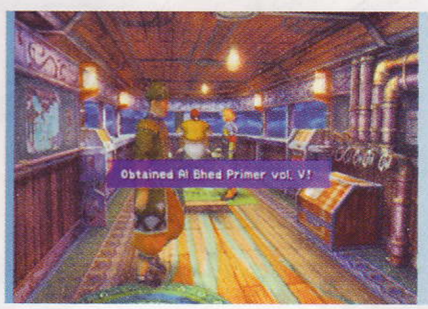


MAPS

BOREDOM IN THE CABINS



Exit the cabin and speak to O'aka. Since your party probably has more Gil at this point, you're likely in a better position to lend O'aka more Gil. Please refer to the section on O'aka in the Shop Lists for more information. Then check out the action on the deck.



Enter the bridge and pick up the **Al Bhed Primer vol. V**

EAVESDROPPING ON DECK





Move to Yuna's location at the rear of the boat to break up a conversation between Yuna and the Luca Goers blitzball team. Afterward, ascend the stairs to the upper deck, where Tidus overhears Lulu and Wakka talking. Only a fraction of the backstory is revealed each time you walk upstairs, so you must do so multiple times to hear it all. Then return to the lower deck and examine the blitzball to start the Jecht Shot challenge.

THE JECHT SHOT CHALLENGE

Wherever the words pop up, press the left analog stick in that direction and press ⓧ. If you succeed eleven times, Tidus performs the move correctly! When done right, Tidus acquires the Jecht Shot for use in blitzball.

LUCA

ENEMIES

Enemy	HP	AP	Gil	DROP	STEAL
WORKER	300	7	85	Hi-Potion	N/A
OBLITZERATOR (boss)	6000	36		N/A	N/A
SAHAGIN CHIEF	170	2	20	Power Sphere	N/A
VOUIVRE	255	14	50	Power Sphere	Potion
SINSCALE	100	0	0	N/A	N/A

OBJECTIVES


Greet Maesters Mika and Seymour at Dock 3.


Learn how to blitz.


Search for Auron.


Fight to the Al Bhed ship.


Dismantle the giant machina.


Play in the Luca tournament.


Stop the hordes of fiends.

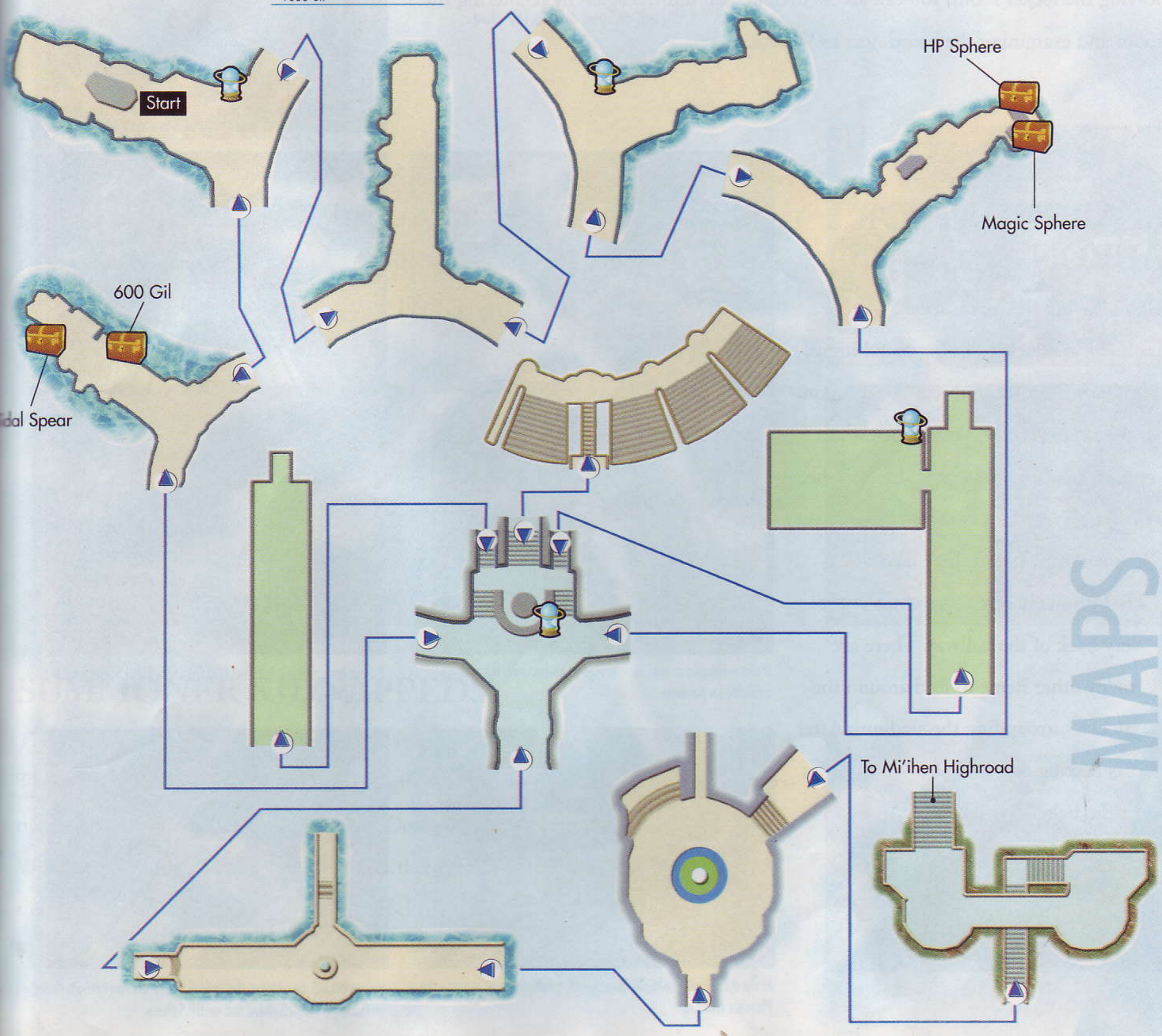

Prepare for the Highroad.

ITEMS

- Hi-Potion (x2)
- 600 Gil
- Tidal Spear
- Phoenix Down (x2)
- Magic Sphere
- HP Sphere
- 1000 Gil

KEY ITEMS

- Al Bhed Primer vol. VI
- Al Bhed Primer vol. VII





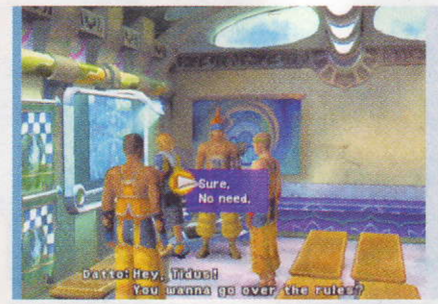
THE MAESTER OF YEVON

Yuna wants to witness the arrival of Grand Maester Mika at the next dock over. Exit the dock where the Winno is anchored, and head north to reach the maester's ship.



LEARNING TO BLITZ

Inside the Aurochs' locker room, an important tutorial takes place. Take the time to thoroughly familiarize yourself with the rules and controls of blitzball. During the next portion of the game, your blitzball knowledge will be tested in a most extreme way!



Yuna hears that Auron is in Luca, and she wants Tidus to help look for him. After leaving the locker room, you can access the blitzball tutorial again by reentering the room and examining the board next to Wakka.

SEARCHING FOR AURON

Upon leaving the locker room, take a moment to search Luca for useful items. Head left from the Aurochs' locker room to the next stairway down, where the opposing teams are located. Behind the closest player's foot is the **Al Bhed Primer vol. VI**, and there are two **Hi-Potions** in a treasure chest at the very back of the hallway. There are many other items to find around the docks surrounding the stadium. After collecting them all, head south from the ticket booth to find Yuna.







O'aka is hanging around Dock 1. He has his first solid list of items available for purchase.



Further back on Dock 1, collect **600 Gil** and a **Tidal Spear** from the treasure chests.



At the dock where the Winno is anchored, a treasure chest contains two **Phoenix Downs**.

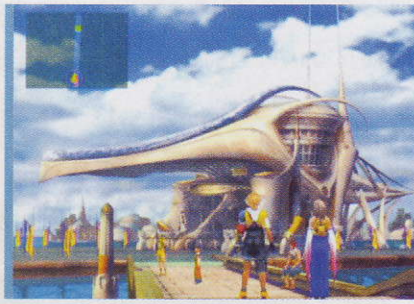


Hidden behind the crates at the back of Dock 5 are two treasure chests containing a **Magic Sphere** and an **HP Sphere**.

THE SPHERE THEATER

Exit the stadium to find Yuna. Outside the theater is a sphere monitor with a new feature. The Fiend Info menu uses simulated battles to teach you how to fight tricky enemies. Check sphere monitors often for new fiend info. ❶

Talk to everyone in the theater lobby to learn about Music Spheres and Movie Spheres. ❷ Spheres are quite pricey, so you may consider returning here later in the game with more Gil.









LEARNING THE LANGUAGE

After saving Yuna, return to the area inside the theater lobby to find the **Al Bhed Primer vol. VII** on the floor to the left.

MARKETPLACE

There is a shop on the right side of the entrance that sells Metal armor for every character. ❸ Ascend the stairs on the right side of the square, and keep climbing until you reach a chest containing **1000 Gil**. Across the balcony are Luzzu and Gatta, preparing for the Crusaders' big attack. When you're finished browsing around the area, return to the marketplace and enter the café.









SUMMONER KIDNAPPED!

The trio of Lulu, Tidus, and Kimahri must rescue Yuna from the Al Bhed ship at Dock 4. The shortest route to the dock is blocked off, so you must go all the way around the stadium through Docks 1 through 3. In the Dock 1 area, the party will encounter machina Workers. Use Lulu's Thunder spell to take them out quickly. More drones will assault the party as you cross the areas between docks.





At Dock 4, the Al Bhed launch wave after wave of Workers in a single battle. After the party watches the tournament broadcast for a moment, turn and head up Dock 4 toward the departing Al Bhed ship. The party leaps on board to face an extremely powerful enemy!





BOSS

OBLITZERATOR

HP: 6000 (600)	
AP: 36 (54)	
WEAKNESS: Thunder	
STEAL: N/A	
WEAKNESS	x1.5
ABSORPTION	÷
IMMUNITY	/
HALF DAMAGE	1/2



At this point in the game, since Kimahri and Tidus must rely upon physical attacks and Lulu is still casting low-level spells, this is a tough fight. However, the crane parked on the right side of the platform proves to be a lifesaver. First, cast Haste on Lulu. Then cast Thunder on the crane every round to jump-start it. Use Tidus's trigger command to utilize the crane. When you are successful, the crane rips off the top half of the Oblitzerator. This attack greatly reduces the monster's HP and immobilizes it.







TIME TO BLITZ



After Tidus walks Yuna out of the Aurochs' locker room, go back inside. You have one last opportunity to check out the blitzball tutorial by examining the blue monitor on the wall. When you're ready to play the Luca Goers, speak to Wakka on the bench.

The Goers are a championship-caliber team and it shows. Their players' HP is almost twice that of the Besaid Aurochs. It's very difficult to win this first game, so use this exciting match to learn the basics of blitzball. Pass the ball to all of the players on the team so that they all get a chance to level up!









LUCA IN PERIL



After the game, fiends invade the sphere pool! Tidus and Wakka must fight several groups of Sahagin Chiefs on their own. Use weapons with the Darktouch ability, or use Wakka's Dark Attack to blind one or more enemies during each battle. This helps to reduce the accuracy of an enemy's attacks.



After Auron's dramatic entrance, his piercing sword should slay the Vouivre in one stroke. When Tidus and Wakka join him to fight the Garuda, use Wakka's Dark Attack or a weapon with Darktouch to blind the creature. Also, Auron's Power Break weakens the Garuda's attacks.

THE NEW GUARDIAN



Follow Auron from the docks through the square and up to the area where Luzzu and Gatta were previously hanging out. After Auron formally joins the party, speak to Yuna. Soon afterward, the quest for the final aeon continues.

MI'IHEN HIGHROAD

ENEMIES

Enemy	HP	AP	Gil	DROP	STEAL
RALDO	240	20	42	Power Sphere	Potion
BOMB	850	22	70	Power Sphere	Bomb Fragment
MI'IHEN FANG	160	20	33	Power Sphere	Potion
WHITE ELEMENT	390	20	48	Mana Sphere	Antarctic Wind
FLOATING EYE	140	21	44	Speed Sphere	Echo Screen
DUAL HORN	1875	42	105	Ability Sphere	Potion
CHOCOBO EATER (boss)	10,000	90	970	Lv. 1 Key Sphere	Potion
VOUIVRE	255	14	50	Power Sphere	Potion
THUNDER FLAN	450	24	50	Mana Sphere	Electro Marble
IPIRIA	180	24	46	Speed Sphere	Soft
RED ELEMENT	450	32	55	Mana Sphere	Bomb Fragment
LAMASHTU	275	32	72	Power Sphere	Potion
RAPTOR	200	32	48	Speed Sphere	Soft
GANDAREWA	148	32	62	Mana Sphere	Electro Marble
GARUDA	1400	8	30	Power Sphere	N/A
FUNGUAR	540	44	42	Mana Sphere	Silence Grenade
SINSPAWN GUI (boss)	16,800	400	1000	N/A	Potion

OBJECTIVES


Speak to travelers on the Highroad.


Accept the challenge of a summoner.


Rest at Rin's Travel Agency.


Rescue the chocobos from the hungry monster.


Ride a chocobo through the valley.


Gain access to Mushroom Rock Road.


Follow Seymour to the command center.


Prepare for the onslaught.


Tackle the massive Sinspawn Gui.


Recuperate and set off once again.

KEY ITEMS

- Al Bhed Primer vol. VIII
- Al Bhed Primer vol. IX
- Al Bhed Primer vol. X
- Mars Crest

ITEMS

Hi-Potion (x9)	Red Ring	Soft (x3)	Mega-Potion (x4)	Tough Bangle	1000 Gil
Hunter's Spear	600 Gil	2000 Gil	Thunder Blade	Phoenix Down (x2)	Potion (x10)
Antidote (x6)	Ice Brand	Ether (x2)	Scout	X-Potion	Serene Armlet
Lv. 1 Key Sphere (x2)	Remedy (x3)	Eye Drops (x3)	Fortune Sphere	400 Gil	Serene Bracer

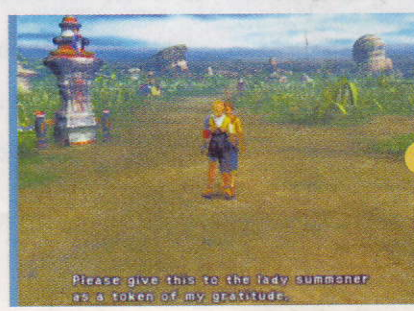
MY WAY OR THE HIGHROAD

First, move to the Save Sphere on the left. A new option lets you play blitzball whenever you desire. (1)



1

Many people travel the Mi'ihen Highroad, and they are all very supportive of summoners and their guardians. Items to gain by speaking to travelers along the way include: a **Hi-Potion**, a **Hunter's Spear**, two **Antidotes**, a **Lv. 1 Key Sphere**, four more **Antidotes**, a **Red Ring**, and **600 Gil**. (2)

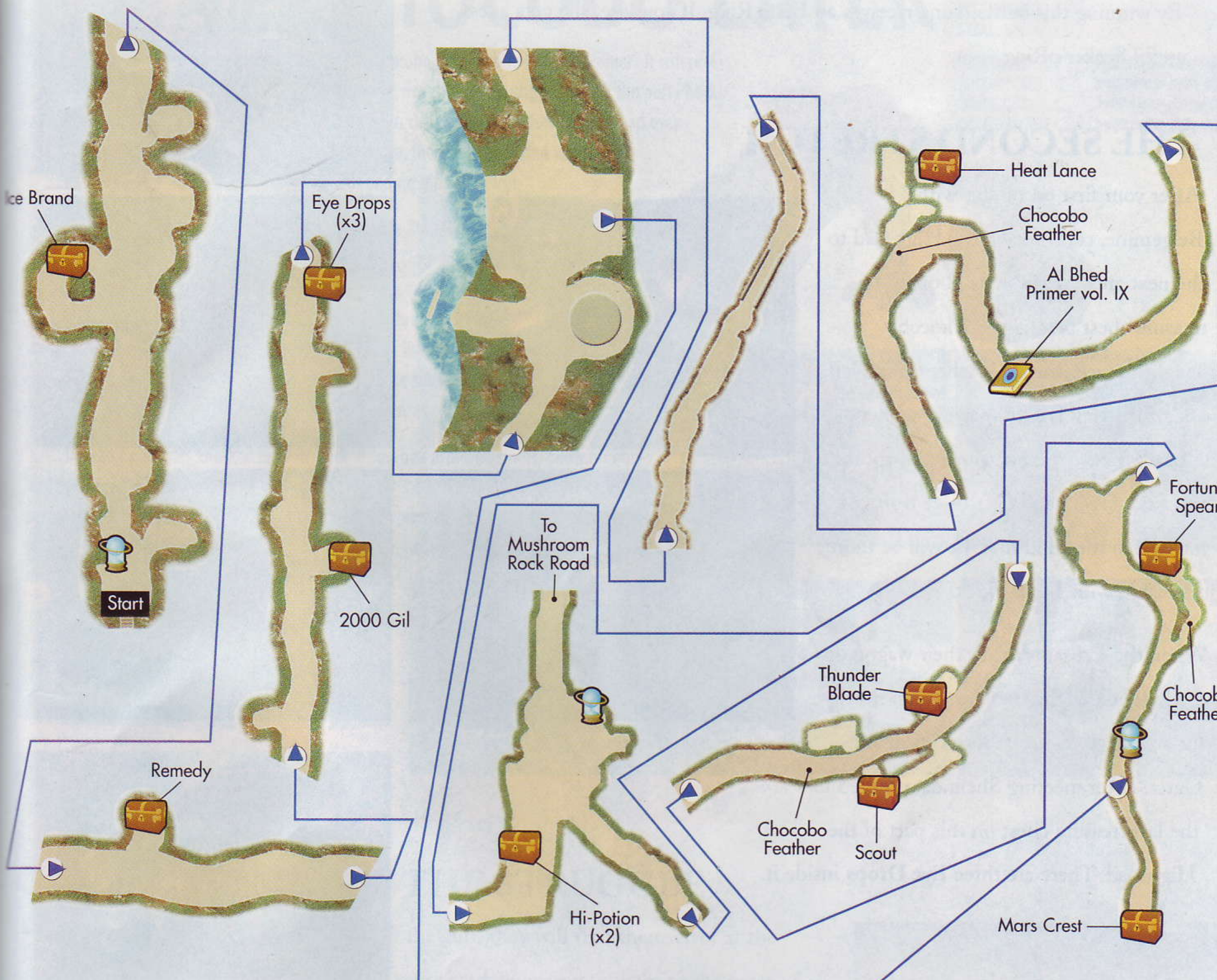


2

On the left side of the road is a historian named Maechen, who can tell you about the Highroad and Lord Mi'ihen. Continue up the left side to the ruins of a small tower, where the old man makes a formal introduction. There is an Al Bhed message inside the ancient ruins, and an **Ice Brand** in the treasure chest behind the ruins.







PARTY POLITICS

During battles on the Highroad, use Wakka to shoot down aerial monsters and blind Dual Horns. Tidus should tackle the more agile ground beasts, while Lulu should focus on eliminating White Elements. Auron is effective at killing hard-shelled enemies. Summon Valefor and Ifrit often, and build Yuna's rapport with both aeons. This is a great area to level up your characters for the challenges ahead.

BELGEMINE

After a meeting with the Chocobo Knights, move into the small area on the right to meet the summoner Belgemine. She challenges Yuna to an important battle.



To win, either Yuna or Valefor should be in Overdrive mode when the battle begins. Belgemine summons Ifrit, leaving Yuna to summon Valefor. Quickly perform Energy Ray, and then take note of Ifrit's attack pattern. It will perform a regular attack, followed by Meteor Strike. Before each Meteor Strike attack, press the right directional button and use Valefor's Shield to deflect some of the damage. Ifrit is immune to the delay effect of Valefor's Sonic Wings, so either attack or cast Blizzard at the opposing aeon.



By winning this battle, Yuna receives an Echo Ring. If you lose, she gets a less useful Seeker's Ring.



THE SECOND STRETCH

After your first encounter with Belgemine, continue up the Highroad to the next area. Move left and open the treasure chest behind the Chocobo Knight for a **Remedy**. Further up the left side of the trail is a kid playing with a blitzball. Leave the ball alone and speak to him first. He'll hand over three **Softs**. If you talk to the child first, he will be more impressed with Tidus's kick. 3



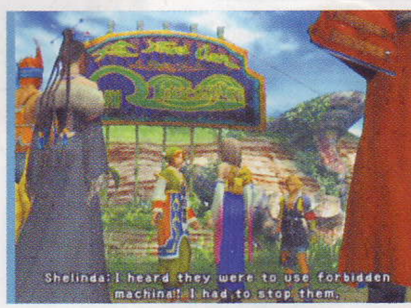


When the Crusaders park their wagon on the left, talk to the trembling man nearby for an **Ether**. 4 Go talk to Luzzu and Gatta. After meeting Shelinda, proceed to the last treasure chest on this part of the Highroad. There are three **Eye Drops** inside it.



Beyond the kid, in a small area off to the right, is a treasure chest containing **2000 Gil**.

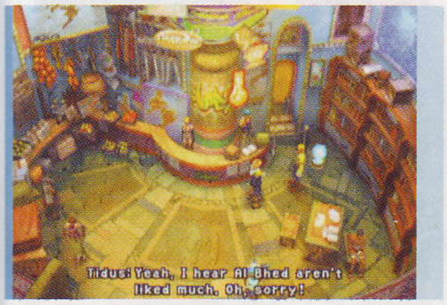




MR. RIN'S TRAVEL AGENCY

After taking a short break at Rin's Travel Agency, go outside and talk to Yuna. Back inside the store, speak to one of the shoppers to get a **Lv. 1 Key Sphere**. Also, the clerk on the left side of the counter sells weapons and items. This includes Pearl armor, which increases magic defense.





As you start to leave, Rin introduces himself and gives Tidus the **Al Bhed Primer vol. VIII**. When the trouble with the chocobos begins, he also supplies two **Mega-Potions**.

Go outside and run north toward the chocobo corrals to see what all the fuss is about.

BOSS

CHOCOBO EATER

HP: 10,000 (800)
AP: 90 (135)
WEAKNESS: Fire
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



The Chocobo Eater is one tough customer! It will occasionally stretch out its arms and knock the party back toward a cliff. If the characters get knocked over the edge, the battle ends and you get no AP and no gifts from Rin.

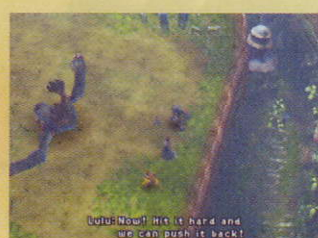


Start the fight with a party of Lulu, Tidus, and Wakka. Cast Haste on Lulu so she can perform fire spells more rapidly. Use Wakka's Dark Attack to blind the Chocobo Eater. Eventually, substitute Kimahri and Auron for Wakka and Tidus, and let Lulu keep casting spells. Use Auron's Power Break to reduce physical damage received. Make sure all the characters get some time on the battlefield, so that they all receive the AP reward.





If the Chocobo Eater gets knocked onto its back, it loses its armored status, allowing non-piercing weapons to inflict normal damage. The party's attacks can push the prone monster backwards by inflicting over 500 HP of damage. This provides them more room away from the ledge. Also, whenever the Chocobo Eater is down, aeons' Overdrive attacks inflict much more damage. So if Yuna hits Overdrive mode, save her Grand Summon until the characters get the monster on its back. If you can push the Chocobo Eater off the cliff, you will receive two **Lv. 1 Key Spheres**.







CONSEQUENCES OF THE STRUGGLE

If the Chocobo Eater pushes the party off the cliff, they will find themselves at the bottom of the gorge. If this happens, you must work your way back up to the gates of Mushroom Rock.

If the characters are victorious, Rin offers one complimentary ride on a chocobo. It is a wise idea to go back inside and save your game first.



CHARACTER DEVELOPMENT

There are items in the valley that you can only reach while riding a chocobo. However, when riding the animal, there are no enemy encounters. We suggest that you run to the Mushroom Rock Gates, and then accept the free chocobo ride once you get there. This way, your characters will continue to develop and learn new abilities.

TO THE GATES OF MUSHROOM ROCK

As you continue along the Highroad beyond Rin's Travel Agency, Shelinda has a bit of a spill while trying to leap a gorge. On your way to console the embarrassed young lady, keep a sharp eye out for the **Al Bhed Primer vol. IX** on the ground.



The area outside the gates of Mushroom Rock is fiend-free. The sphere monitor to the left of the gates contains combat lessons on Funguars, Garudas, and Basilisks. The chocobo handler is near the sinspawn cages on the right side, and you can ride a chocobo for free if you defeated the Chocobo Eater. Dona and her guardian can't get through the gates, and you won't have any better luck until you explore the old Highroad section. Hop on a chocobo and ride southeast.





As you enter the gate area, search on the left for a treasure chest containing two **Hi-Potions**.

CHOCOBO RIDING

While riding a chocobo, you can still search for items, open treasure chests, and speak to people by pressing the ⊗ button. As you proceed down into the valley, look for a yellow chocobo feather. 4 Press ⊗ to make the chocobo hop up to two ledges to acquire a **Thunder Blade** and a **Scout**. 5



Position the chocobo as shown here, and press ⊗ to reach the ledges above.



Continuing into the gorge, speak to Lucil of the Chocobo Knights. Continue south past her and look for a small alcove on the east side of the passage. Position the chocobo at the bottom of the rocks and press ⊗ to hop up to the ledge above. After the chocobo finds the **Fortune Sphere** and trots back down to the ground, continue south to find O'aka next to a Save Sphere. The **Mars Crest** is at the very bottom of the area.

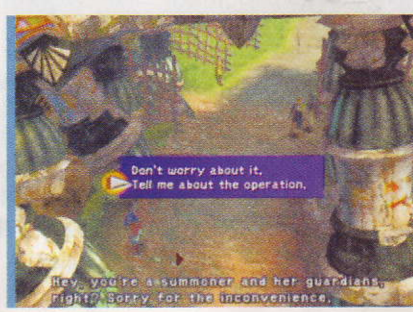


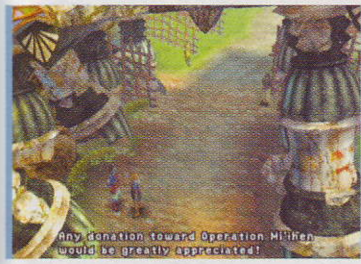




OPERATION MI'IHEN

Return to the gates of Mushroom Rock. Speak to the guard on the right to learn that you cannot pass. However, he does reveal to you the Crusaders' plans.



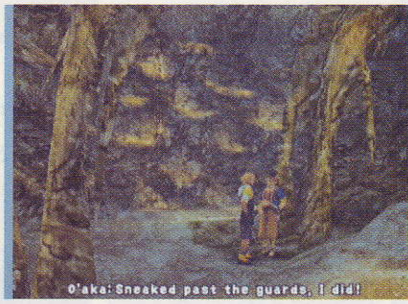




The guard on the left will accept donations for the cause. If you donate 100 Gil, you get a **Scout** in appreciation. For 1000 Gil, the guard hands over an **Ice Lance**. If you happen to have 10,000 Gil, the guard will give you Yuna's **Moon Ring**. Head away from the gates until Maester Seymour approaches. The powerful Yevon leader gets Yuna and her group entry into Mushroom Rock. Follow him inside when you're ready.

MUSHROOM ROCK



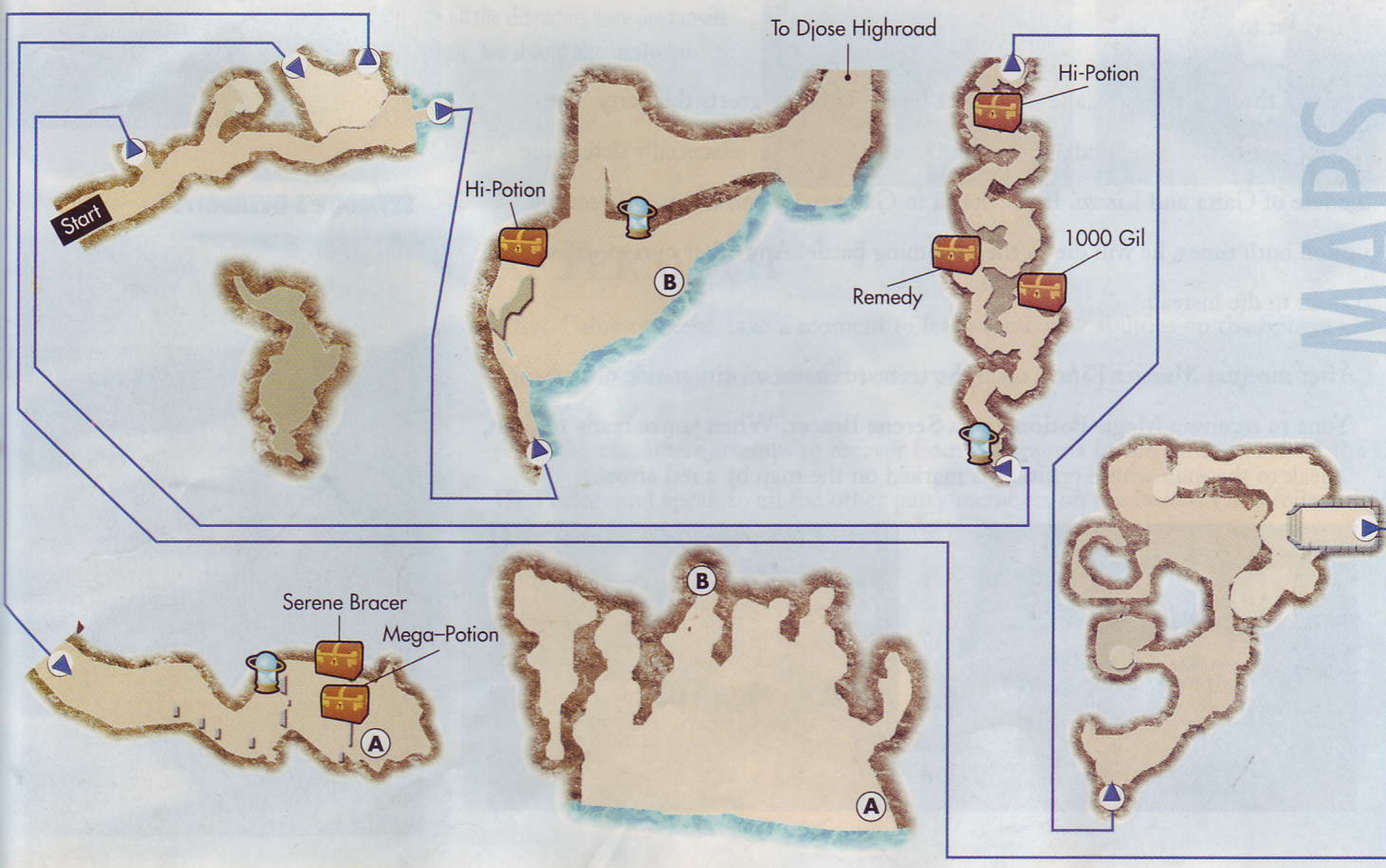


After conferring with the young maester, make your way through Mushroom Rock. Speak to the Crusaders wandering this area to receive a **Tough Bangle**, a **Remedy**, an **Ether**, two **Phoenix Downs**, a **Hi-Potion**, an **X-Potion**, and **400 Gil**. Continue north until Clasko stops you and directs you to go west. O'aka is hanging out here with a full inventory of equipment and items. After moving past him, the party will encounter enemies again.

Past the next Save Sphere, a guard hands over a **Hi-Potion** for luck. Next, step on the platform bearing the Yevon symbol, and press ⊗ to rise to the level above. Continue north until you spot a guard next to a treasure chest. The chest holds **1000 Gil**, and the guard gives you ten **Potions**!





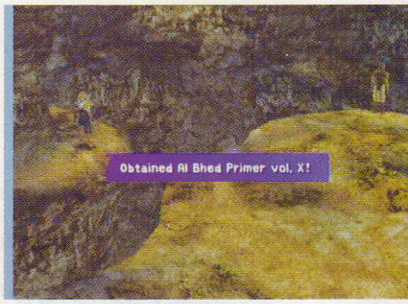


Move around the chasm and collect the **Remedy** nearby. If you need healing, talk to Shelinda. Continue up the path to find a **Hi-Potion** partially hidden behind a rock. You may notice a lower area on the map, but you cannot reach it at this time.

Ride the next Yevon platform up to the high ridge. Take the path leading west off the main path to access another Yevon platform. Ride it down to the small area below to find a **Serene Armlet**. When back on top, return to the main path and ride the last platform up to the highest ridge.

Talk to the guard posted next to the machina platform to receive a **Mega-Potion**. Move past the Save Sphere to witness a conversation between Luzza and Gatta. Afterwards, speak to Luzzu again. Then save your game and ride the machina up to the level of the command center.





Use the on-screen map to find a narrow western path leading out to a small ledge. This is where you can find the **Al Bhed Primer vol. X**.

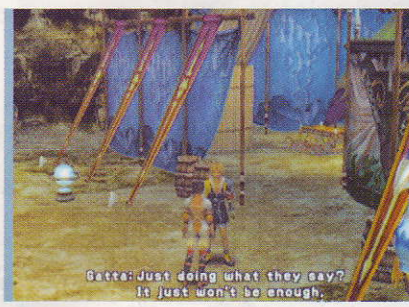
ABILITY GOALS

Wander the Mushroom Rock area and take part in some random battles until all your characters learn new abilities. Continue to fight fiends until Lulu can learn more powerful magic, such as Fira, Thundara, Blizzara, and Watera. These spells make the upcoming boss fight much easier.

COMMAND CENTER

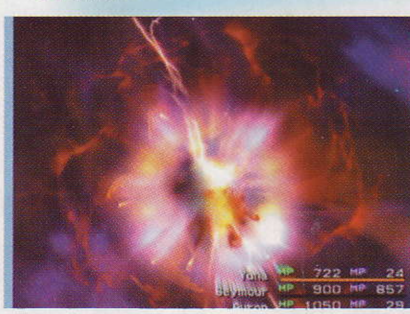
Continue west through a field of cannons and sinspawn cages to the command center. Outside the wall, speak to the Chocobo Knight on the right side if you want to learn more about the operation. O'aka stands to the left of the entrance, and he has more equipment to sell.

Stepping through the gate, a less-than-enthusiastic Gatta greets the party. The options you choose when talking to Gatta are crucial. They essentially determine the fate of Gatta and Luzzu. If you speak to Gatta twice and choose the second option both times, he will die in the upcoming battle. Any other option will cause Luzzu to die instead.



SEYMOUR'S OVERDRIVE

This is the only time in the game in which you can witness Seymour's Overdrive!



After meeting Maester Kinoc, open the treasure chests on either side of Lulu and Yuna to receive a **Mega-Potion** and a **Serene Bracer**. When you're ready to fight, speak to the man whose position is marked on the map by a red arrow.





BOSS FIGHT SINSPAWN GUI

HP: Head: 4000 (800), Body: 12,000 (800), Arm: 800 (500)
AP: (carried over)
WEAKNESS: None
STEAL: N/A

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

One of the toughest battles thus far can be much easier if you've already learned a few important abilities. Start off with Lulu, Wakka, and Yuna on the battlefield. Occasionally, the head will begin to move. When this occurs, counter the impending attack with any long-range attack or spell. If you elect not to do so, be prepared to use Yuna's Esuna spell to reverse the effects of the boss's Venom attack. Attack and cast spells at the creature's head, and keep pummeling it until it dies and turns gray.







After eliminating the head, switch to a new strategy by bringing in heavy hitters like Auron and Kimahri. Eliminate the boss's arms first, since they will deflect any attacks to the body. If Lulu knows any second-level spells, she can eradicate an arm with a single casting. Make sure you rotate in all the characters, so that everyone receives the massive AP award. The arms will regenerate every third turn Gui takes, but the battle ends once the body is defeated.

BOSS FIGHT SINSPAWN GUI

HP: Head: 1000, Body: 6000, Arm: 800
AP: Head: 48 (72), Body: 400 (600), Arm: 37 (55)
WEAKNESS: None
STEAL: N/A

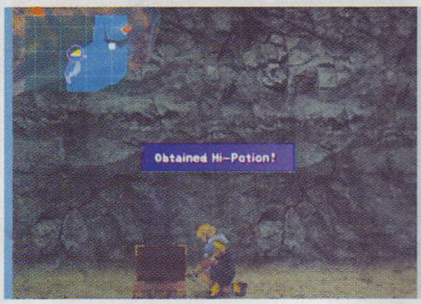
WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

Yuna awakens to find Seymour holding the revitalized sinspawn at bay. In addition to the boss's massive reduction in HP, the maester's powerful black magic and plentiful MP make this battle simple. One casting of Fira should eliminate the monster's head. Destroy the arms with magic and piercing attacks. Yuna should stand back and heal the two men. Also, cast Seymour's black magic on the body.

AP is finally awarded after this battle. Provided that all the characters were used in the first battle, everyone should gain several sphere levels. You should also receive six **Lv. 1 Key Spheres**.





AFTERMATH

After Tidus awakens, take a moment to learn some new abilities on the Sphere Grid. Then comb through the scattered bodies until you find Gatta or Luzzu.

After the characters attempt to recover from the trauma of the carnage, collect the **Hi-Potion** and speak to all the other party members on the beach. Then follow the party up the path toward Djose.

DJOSE HIGHROAD

ENEMIES

Enemy	HP	AP	Gil	DROP	STEAL
BITE BUG	200	40	62	Speed Sphere	Antidote
FUNGUAR	540	44	42	Mana Sphere	Silence Grenade
BASILISK	2025	140	125	Ability Sphere	Petrify Grenade
GARM	240	48	88	Power Sphere	Hi-Potion
BUNYIP	400	48	97	Power Sphere	Hi-Potion
GANDEREWA	148	32	62	Mana Sphere	Electro Marble

ITEMS

- Soft Ring
- Variable Steel
- Phoenix Down (x2)
- Hi-Potion (x3)
- Bright Bangle
- Ether (x2)
- Mega-Potion
- 4000 Gil
- Ability Sphere (x4)
- Remedy
- Mega Phoenix
- Switch Hitter
- Magic Sphere
- Halberd
- Potion (x10)

KEY ITEMS

- Al Bhed Primer vol. XI

OBJECTIVES

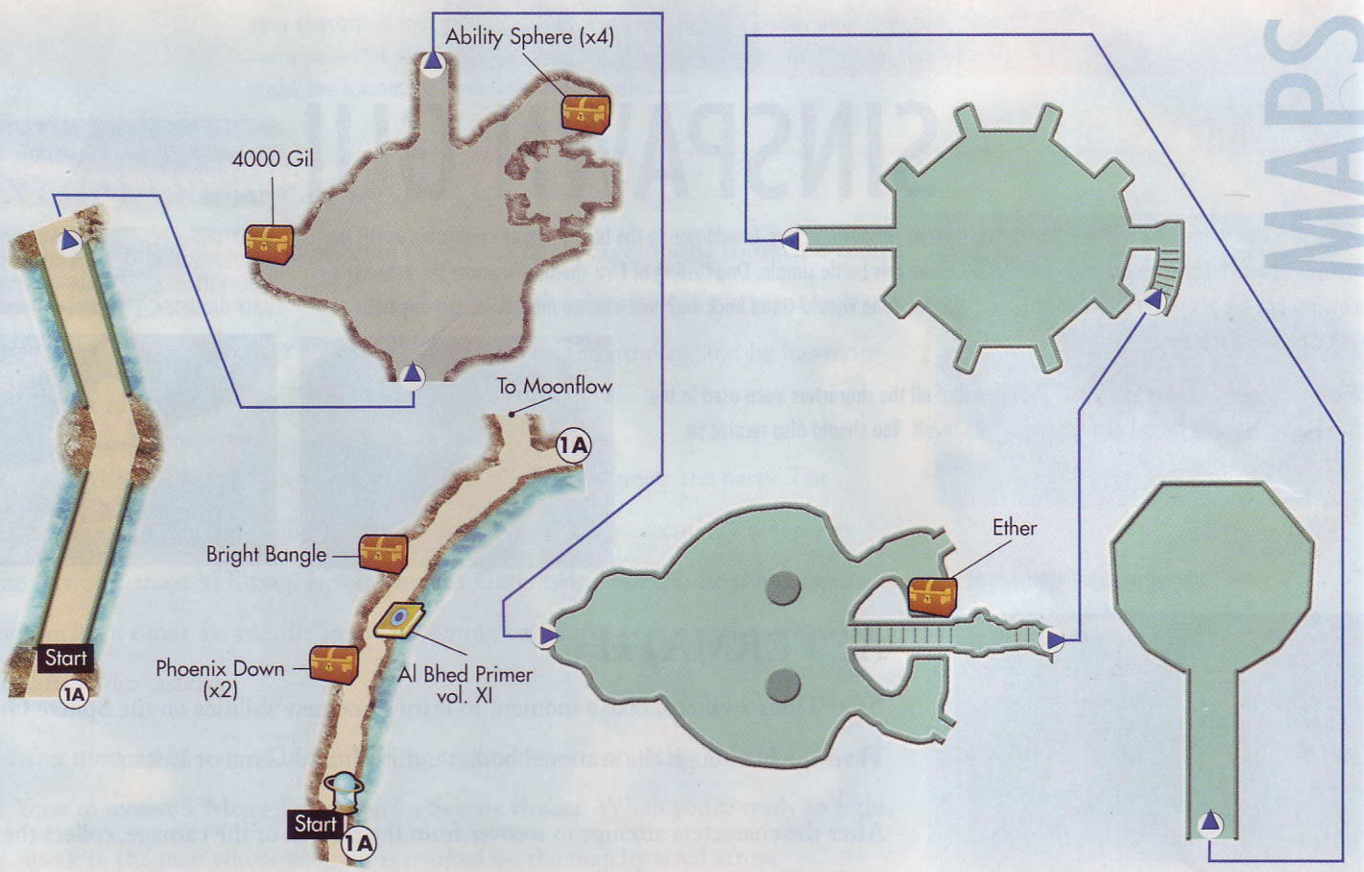

The surviving soldiers offer their weapons and armor.


Search for useful items on the Highroad.


Proceed to Djose Temple.


Navigate Djose's Cloister of Trials.


Locate Yuna.



SURVIVORS OF THE CRUSADE

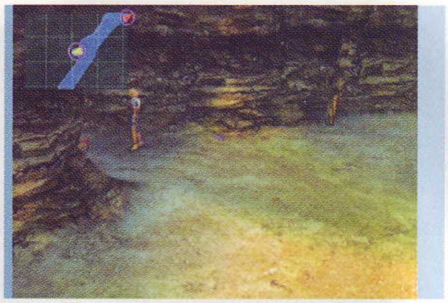
All of the soldiers praying to Yevon will gladly give you some useful items and weapons. A priest will contribute a **Hi-Potion** to your continuing quest.





The first chest along the route contains two **Phoenix Downs**. Move directly across the path from this chest and search behind a spiky rock to find the **Al Bhed Primer vol. XI**.





As you proceed further north, look for a small alcove on the west side. The chest hidden in this alcove contains a **Bright Bangle**. Continue up the Highroad until it splits. You can always check the world map by examining the sign there. For now, head north and speak to Auron, then go to the temple.



BASILISKS

Basilisks can turn characters to stone with their gaze. Use the Lancet ability to learn one of Kimahri's most devastating Overdrives, Stone Breath.



ARRIVAL AT DJOSE

Cross the bridges, and speak to the Chocobo Knights if you like. After the temple opens, search for a treasure chest on the far west side of the area to get **4000 Gil**. On the east side of the temple entrance, you'll encounter one of the Crusaders from Besaid. Move east behind the small inn to find a treasure chest with four **Ability Spheres** inside.







The priest inside the inn won't allow access to the treasure chest until you return from the temple. Exit the inn and enter the temple.



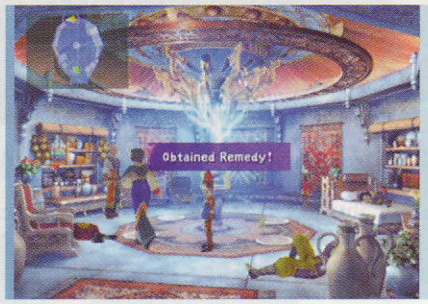


SUMMONERS AT RISK

Inside Djose Temple, Yuna is introduced to the summoner Isaaru and his guardian brothers. After their conversation, follow the party up the stairs.

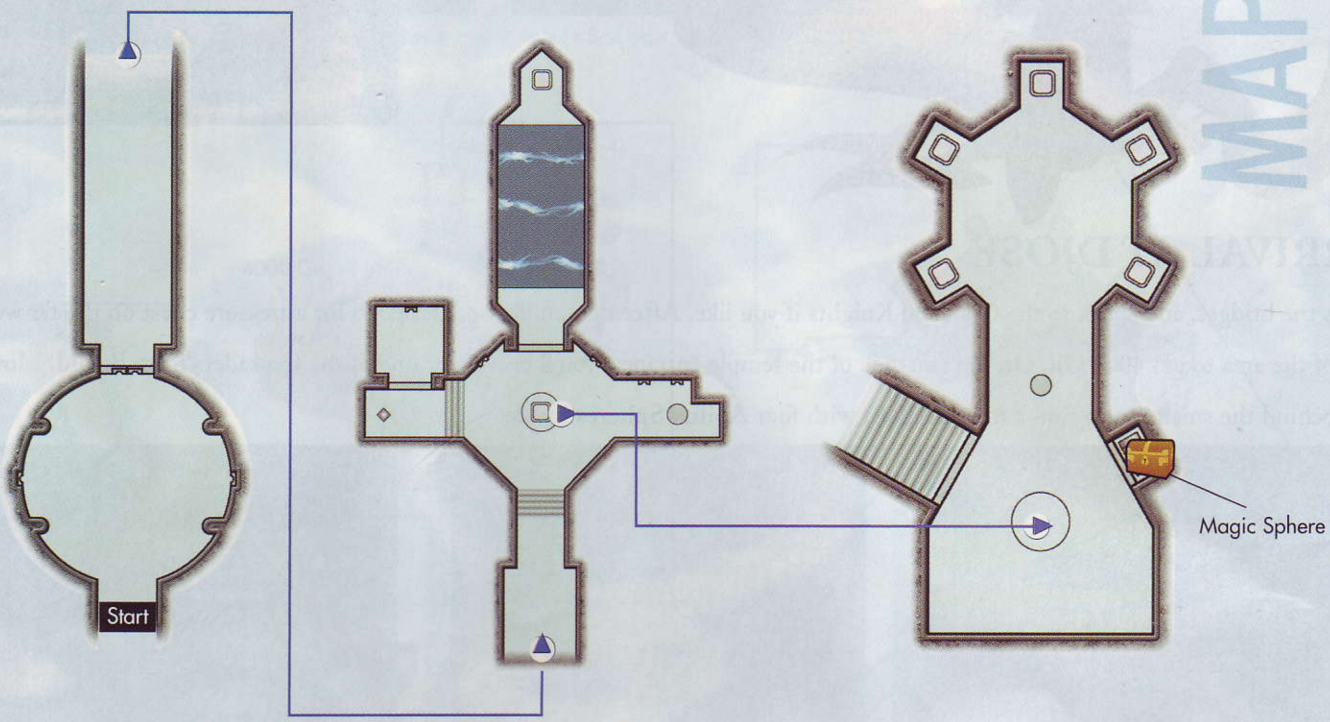
There are chambers on either side of the entrance to the inner sanctum. Outside the chamber to the left of the stairs is a treasure chest containing an **Ether**, while the treasure chest inside the chamber contains a **Remedy**. After collecting the items, move up the central stairs and tell the priest you're ready to face the trials.

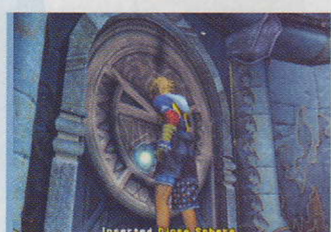




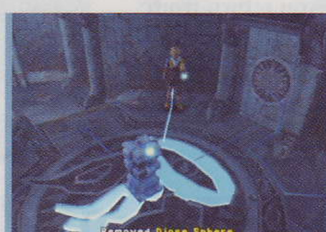


DJOSE TEMPLE—CLOISTER OF TRIALS





1. Take the Djose Spheres from the slots on the right and left, and place them into the two slots on the double doors to open them. Proceed into the next chamber.



2. Take a Djose Sphere from either side of the door, and proceed to the eastern part of the platform. Place the sphere into either of the two slots. Take the second Djose Sphere and place it into the remaining slot.



3. Push the pedestal holding the Djose Sphere under the upside-down pedestal. This super-charges the sphere.



4. Take the super-charged Djose Sphere and insert it into the slot to the right of the central door. This opens a door revealing a room with a pit full of lightning.



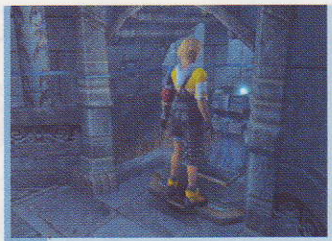
5. Remove the two Djose Spheres you placed in the eastern wall, and place them both on the pedestal.



6. Move to the far west part of the platform, and step on the floor button to move the pedestal back to the center.



7. Push the pedestal with two Djose Spheres into the room full of lightning. The pedestal becomes a suspended platform, enabling Tidus to leap across the lightning.



8. Push the pedestal on the other side of the lightning. This activates the "iris" of the symbol in the main chamber.



9. Jump back across the pedestal platform to the main room. Use the floor switch on the west side to extract the pedestal from the lightning.



10. Take the Djose Spheres from each side of the pedestal. Return to the first chamber and place the Djose Spheres into the slots on each side of the room. This activates the two "wings" of the floor symbol.



11. Take the super-charged Djose Sphere from the slot to the right of the door, and place it into the slot to the left of the door.



12. The completed floor symbol turns the pedestal into an elevator platform. Ride the platform up to the next level.



13. There are five pedestals equipped with Djose Spheres on the upper level. Press ⊗ at each pedestal to push it into the wall to activate one of the ceiling spokes.



14. Activating all five ceiling spokes reveals a stairway on the west side of the room and a new pedestal in the center. Return to the elevator platform and ride back down to the lower level.



15. Locate the glowing spot on the west wall near the floor switch. Examine the glowing spot to reveal a **glyph**.



16. Touch the glyph to open the wall, revealing a **Destruction Sphere**. Take the Destruction Sphere and return to the upper level on the magic lift.



17. Place the Destruction Sphere into the central pedestal. This destroys a section of wall to the east, revealing a treasure chest with a **Magic Sphere**. Ascend the stairs to the west.



THE THUNDER AEON

Watch Yuna pray and enter the inner chambers. Dona appears and teases the guardians. Afterward, move toward the exit and Yuna will emerge from the Chamber of the Fayth.







GETTING THE PARTY GOING AGAIN

The next morning, Tidus emerges well-rested from the inn. Go back inside and collect the **Switch Hitter** from the treasure chest, which you can now access. Speak to the party gathered outside the temple, and head inside. Yuna is resting in the small chamber to the left of the main stairs. Speak to the person near her to wake her.





Head across the bridges away from the temple, back toward the Djose Highroad. The former Crusader standing on the north side of the first bridge will give you a **Halberd**, and a priest pacing the bridges will hand over two **Hi-Potions**. Also, speak to the lone man on the next section of bridge until he gives you ten **Potions**. After checking on the Chocobo Knights again, follow the group south to the split in the Djose Highroad. Head north towards the Moonflow.



MOONFLOW

ENEMIES

Enemy	HP	AP	Gil	Drop	Steal
OCHU	7200	180	520	Power Sphere	Remedy
GARM	240	48	88	Power Sphere	Hi-Potion
BITE BUG	200	40	62	Speed Sphere	Antidote
BUNYIP	400	48	97	Power Sphere	Hi-Potion
SNOW FLAN	600	48	93	Mana Sphere	Antarctic Wind
GANDAREWA	148	32	62	Mana Sphere	Electro Marble
FUNGUAR	540	44	42	Mana Sphere	Silence Gernade
EXTRACTOR (boss)	4000	660	2400	Mega Phoenix	Potion

OBJECTIVES


Find items in alcoves along the Moonflow trail.


Battle Belgemine.


Locate the shoopuf driver.


Ride the shoopuf across the Moonflow.


Save Yuna from the Extractor.


Reunite with Rikku.


Continue along the forest trail to Guadosalam.

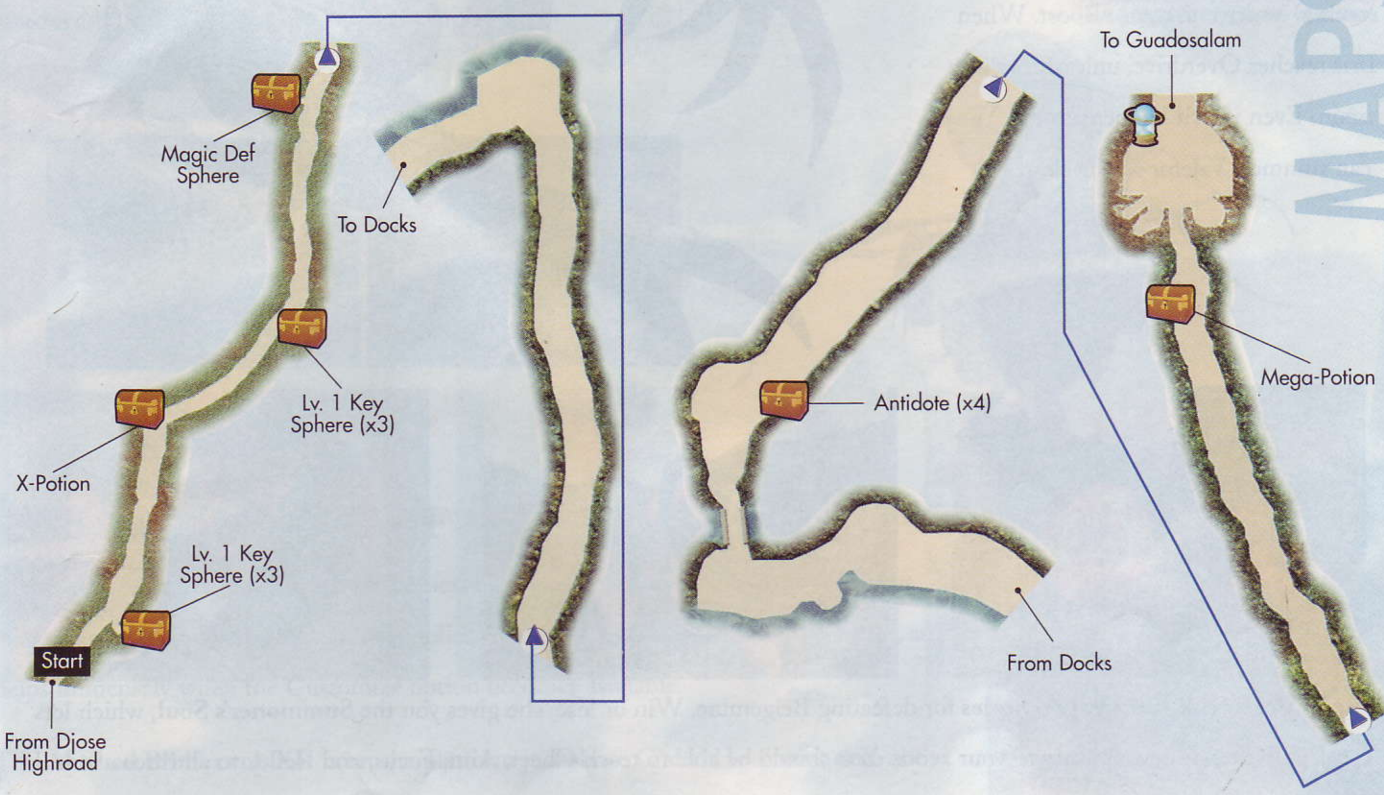
ITEMS

- Lv. 1 Key Sphere (x6)
- X-Potion
- Magic Def Sphere
- Phoenix Down (x2)
- 5000 Gil
- Ether
- Antidote (x4)
- Mega-Potion

KEY ITEMS

- Al Bhed Primer vol. XII

MAPS





THE SOUTHERN MOONFLOW TRAIL

Head north along the trail until you meet Shelinda again. After her lecture, move behind her into a small alcove to find three **Lv. 1 Key Spheres**.

After tangling with Kimahri's old rivals again, collect the **X-Potion** and move onward. Continue northeast on the path and look for a small alcove on the right to find three more **Lv. 1 Key Spheres**. (1) As you continue, Yuna meets Belgemine once again.





BELGEMINE'S RETURN

It's best if Yuna and her aeons start this battle already in Overdrive mode. Belgemine summons Ixion, so Yuna should summon Ifrit. Unleash Hellfire on Ixion first. If Ixion casts Haste and unleashes consecutive attacks, heal Ifrit with Fire. If it looks like Ixion will reach Overdrive first, use Boost. When Ifrit reaches Overdrive, unleash Hellfire again. Even if Ifrit happens to die, Yuna can summon Valefor as a backup.









You receive two **Dragon Scales** for defeating Belgemine. Win or lose, she gives you the **Summoner's Soul**, which lets you teach new abilities to your aeons. You should be able to teach Cheer, Aim, Focus, and Reflex to all three aeons. If you receive the Dragon Scales, one lucky aeon can learn Watera.

THE SHOOPUF



Look for a narrow path splitting off to the left. Follow this to find a **Magic Def Sphere**, 2 and then return to the path and continue north. Once you reach the shore, move west to the shoopuf wharf.



Collect the two **Phoenix Downs**, and check O'aka's inventory. If you've loaned him money, then he is essentially the only merchant in this area who you can trust. Everyone else has exorbitant prices.

Speak to Auron and then proceed to the western structure. Before heading to the passenger loading zone, collect **5000 Gil** from the treasure chest behind Lulu and then speak to both her and Wakka. When you're ready to leave, find the shoopuf handler.





BOSS FIGHT

EXTRACTOR

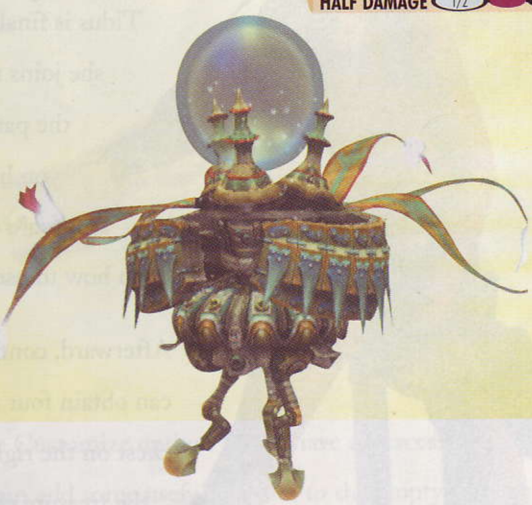
HP: 4000 (600)
AP: 660 (990)
WEAKNESS: Thunder
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Before the fight, equip Tidus and Wakka with weapons that have the Lightningstrike ability. Tidus should cast Haste on himself and Wakka. By casting Haste, you can attack the Extractor multiple times for every one of its attacks. If the machina launches depth charges, use Hi-Potions to replenish any lost HP.







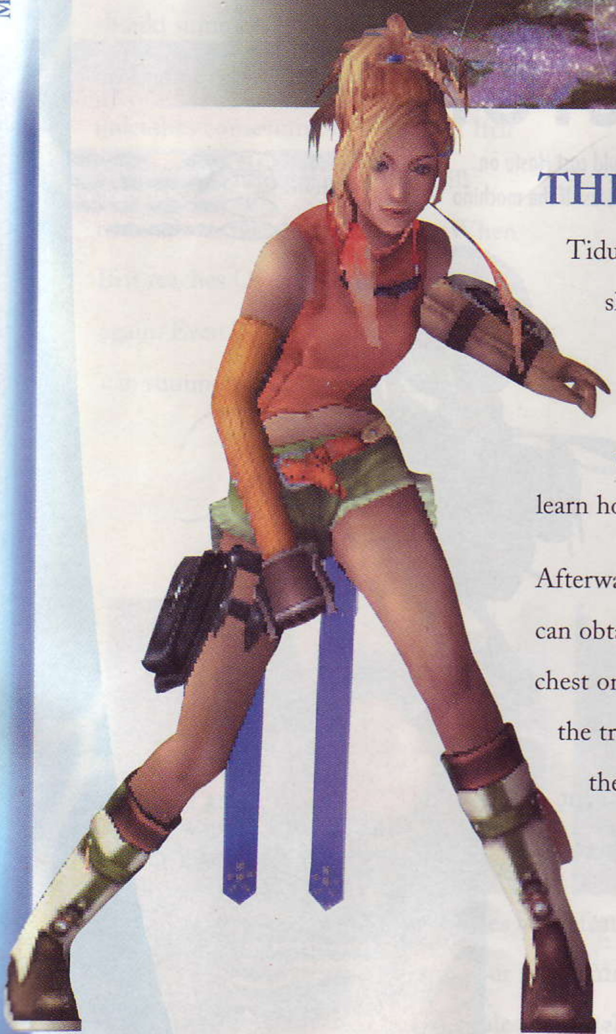
THE NORTH WHARF

Use the Save Sphere and move into the next area. O'aka is only selling medicines, but take this opportunity to stock up on supplies. The more supplies you have the better, as it helps immensely when the Customize option becomes available.

The **Al Bhed Primer vol. XII** is on the platform just above O'aka. Head west onto the trail, taking the **Ether** from the treasure chest and speaking to the local Guado as you go.







THE PERKY THIEF



Tidus is finally reunited with Rikku, and she joins the party. As you proceed up the path, a tutorial battle teaches you how Rikku can steal from treasure chests during battle. You also learn how to use Rikku's Overdrive, Mix.



Afterward, continue to Guadosalam. You can obtain four **Antidotes** from the first chest on the right and a **Mega-Potion** from the treasure chest on the left side of the path.

GUADOSALAM

ENEMIES None

OBJECTIVES



Search Guadosalam for useful items.



Enter the Guado banquet hall and speak to Yuna.



Visit the spirits of the Farplane.



Keep talking to all the party members.



Head for the Thunder Plains.

ITEMS
Mega-Potion
3000 Gil
Elixir
Hi-Potion (x2)
Lightning Marble (x8)

KEY ITEMS
Al Bhed Primer vol. XIII

MAPS

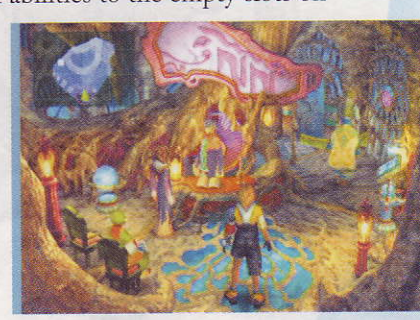


THE GUADO HOMELAND

After Tromell runs off with Yuna, Rikku provides a short tutorial on the Customize option. If you have an excess of Antidotes, Eye Drops, Echo Screens and various other medicines, you can add some useful abilities to the empty slots on your weapons and armor.

The inn is next to Tidus's starting point. The only Save Sphere is located here as well, and the sphere monitor on the right side of the room teaches you how to fight the Larva and Iron Giant fiends.







Outside the red doors, the treasure chest on the right contains a **Mega-Potion**. You should avoid going inside the main hall until after you've acquired the other items in the area.



Inside this "house," look for the **Al Bhed Primer vol. XIII** in the middle of the floor. Also, a hidden treasure chest at the very back of the room contains **3000 Gil**.



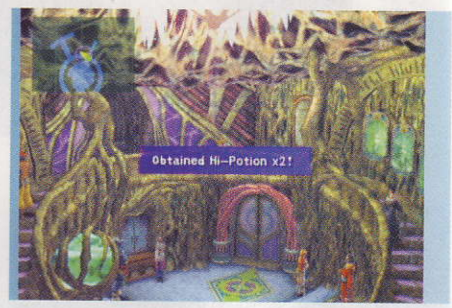
Move beyond the two Guado to find an **Elixir** in a treasure chest. The entrance to the Farplane is at the top of the ramp, but it's off-limits for now.

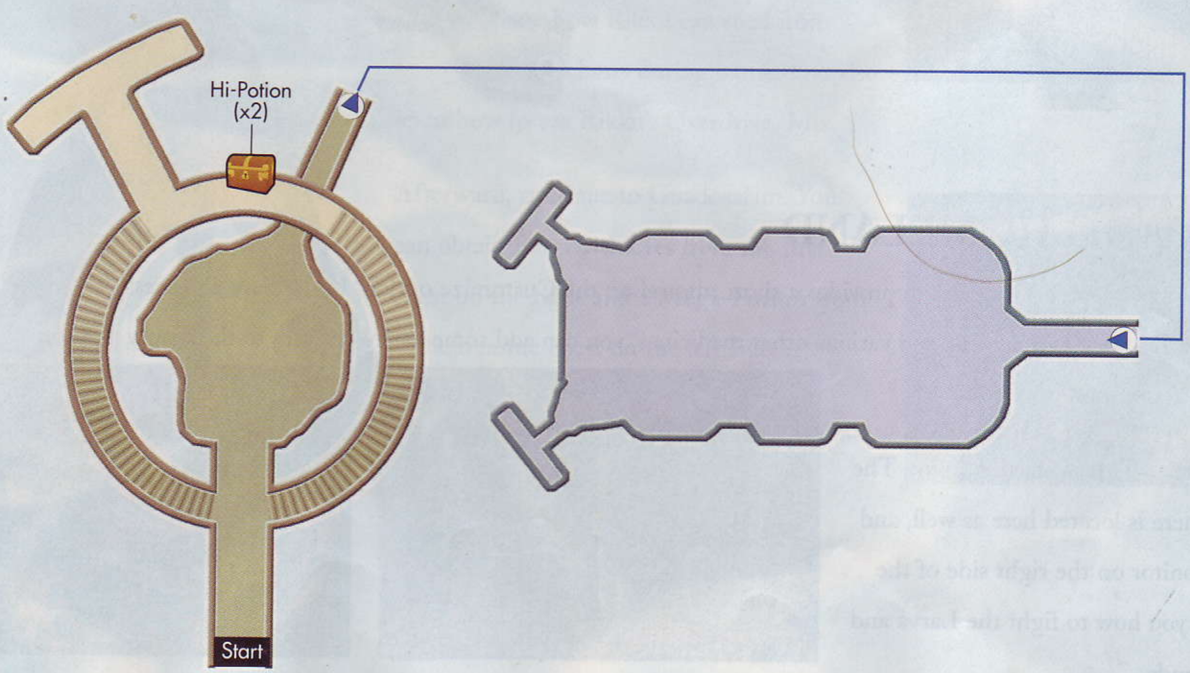


The Guado item shop is on the middle level of the town. If you loaned money to O'aka, he will have all the same armor as the Guado but at a fraction of the price.

ROYAL PROPOSAL

When finished exploring Guadosalam, push open the red double doors to enter the main hall's lobby. Ascend either staircase and look for a hidden treasure chest on the upper balcony to get two **Hi-Potions**. After speaking to your party members, enter the purple double doors.





Where the great feast is laid out, speak to everyone to keep things rolling.

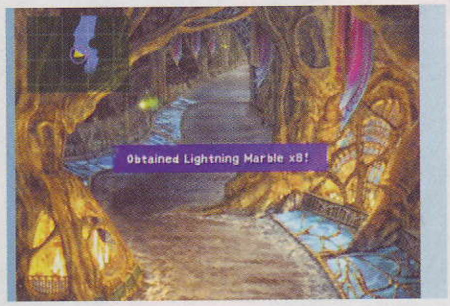
After Seymour speaks to Yuna, return to the area outside the double red doors and rejoin the party. Then head up the highest ramp and through the entrance to the Farplane.





THE FARPLANE

Just inside the corridor leading to the Farplane, move left and search for a hidden treasure chest containing eight **Lightning Marbles**. Then join everyone on the stairs leading up to the spiritual realm. Have Tidus go up the stairs after the others.

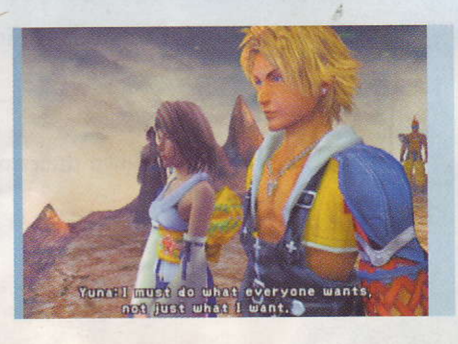




MAPS



On the Farplane, speak to Wakka and Lulu to initiate some events. After Wakka's event, Tidus's Brotherhood weapon gains the following new abilities: Strength +10%, Sensor, and Waterstrike. Afterward, check up on Yuna again to see if she's made a decision.





YUNA'S DECISION

After visiting the departed on the Farplane, rejoin the party outside the double red doors. After Tidus and Lulu's conversation, follow her and speak to her again. Then move to the middle level and speak to Rikku. After Kimahri emerges from the shop, follow him back down and speak to Lulu one last time. During this conversation, Tidus gets to confirm or deny his love for Yuna or flirt with Lulu or Rikku instead.





Afterward, head down the ramp from the double red doors toward the exit to the Thunder Plains.



THUNDER PLAINS

ENEMIES

AEROUGE	
HP: 200	AP: 92
Gil: 144	
DROP: Mana Sphere	
STEAL: Electro Marble	

QACTUAR	
HP: 500	AP: 350
Gil: 1500	
DROP: Speed Sphere	
STEAL: Chocobo Feather	

LARVA	
HP: 1498	AP: 262
Gil: 330	
DROP: Ability Sphere	
STEAL: Lunar Curtain	

IRON GIANT	
HP: 3600	AP: 800
Gil: 600	
DROP: Power Sphere	
STEAL: Light Curtain	

MELUSINE	
HP: 265	AP: 92
Gil: 108	
DROP: Speed Sphere	
STEAL: Gold Hourglass	

KUSARIQQU	
HP: 445	AP: 92
Gil: 112	
DROP: Power Sphere	
STEAL: Hi-Potion	

GOLD ELEMENT	
HP: 1200	AP: 92
Gil: 107	
DROP: Mana Sphere	
STEAL: Electro Marble	

BUER	
HP: 230	AP: 92
Gil: 132	
DROP: Speed Sphere	
STEAL: Hi-Potion	

ITEMS

- Phoenix Down (x2)
- Hi-Potion (x2)
- 5000 Gil
- Water Ball
- Yellow Shield
- X-Potion
- Ether
- 2000 Gil
- Remedy

KEY ITEMS Al Bhed Primer vol. XIV

OBJECTIVES


Dodge lightning and cross the plains.

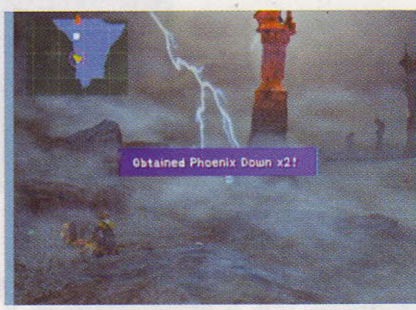

Rest at the Travel Agency.


Find out what Yuna is up to.

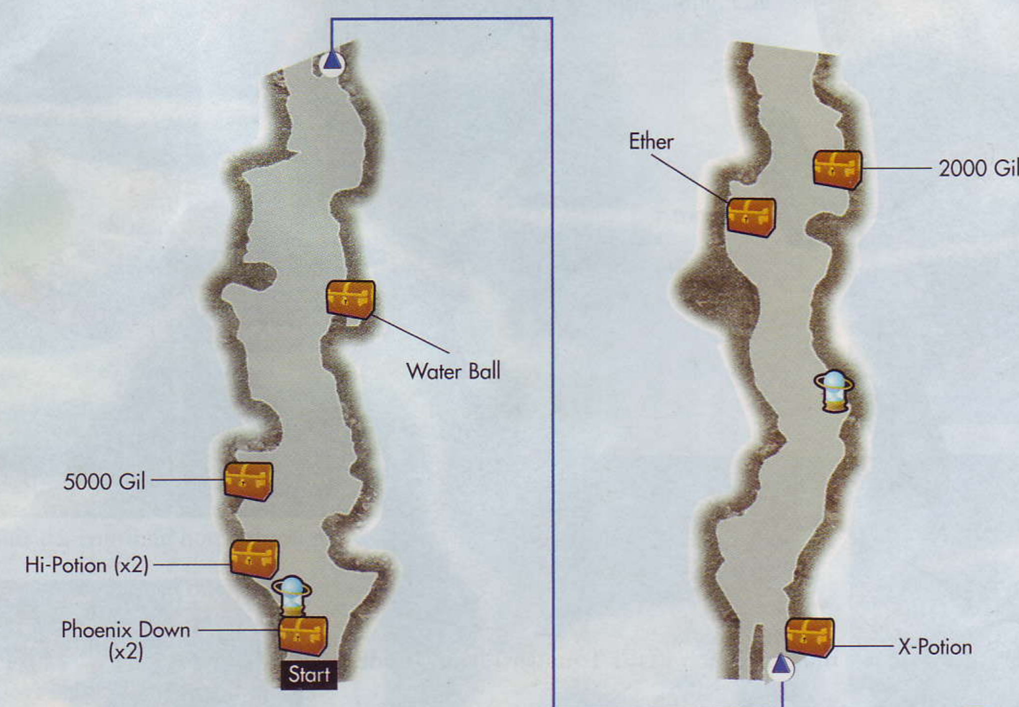

Press onward until you reach Macalania Woods.

LAND OF LIGHTNING

Be prepared to dodge lightning in this area. Head to the left side of the area to collect two **Phoenix Downs** from a treasure chest, then make a beeline for the closest lightning tower for safety.



MAPS



Most enemies in this region are lightning-based, so equip your party members with weapons that bear the Waterstrike ability. Due to the frequency of random battles and the quantity of Save Spheres in the area, this is a great place to spend some time leveling up.

Items are scattered across the north and south regions of the area. For exact locations of all the items, please refer to the maps.





QACTUAR

One fiend to watch out for is the Qactuar. Its 1,000 Needles counterattack can kill some of your less developed characters. The easiest way to eliminate a Qactuar is to summon an aeon. Any aeon's regular attacks should be able to defeat a Qactuar with one hit. Each Qactuar is worth 525 AP, so it's definitely worth the effort.

QACTUAR STONES

There are glowing stones engraved with Qactuars situated throughout the Thunder Plains. A book at the local Travel Agency explains what they are. They are the key to gaining Kimahri's ultimate weapon. For further details, check out the "Secrets" chapter.



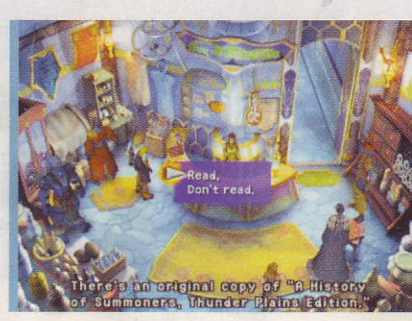






REST STOP

There is a Travel Agency in the middle section of the Thunder Plains. Inside, a book on the counter tells the story behind the Qactuar stones. Another book on the table to the right indicates the number of times you've eluded lightning strikes.







DODGING LIGHTNING STRIKES

Prizes are awarded for dodging lightning strikes. After spending some time on the Thunder Plains, return to the Travel Agency and examine the treasure chest out front. The item you receive depends upon the number of times you've dodged lightning strikes. For all the details and a complete list of the items you can receive, please check out the "Secrets" chapter.



The Al Bhed Primer vol. XIV is also here. To get it, speak to Rikku. After doing so, Rin emerges from the corridor and asks how your study of Al Bhed is coming along. Choose the top option, and he will hand over the **Al Bhed Primer vol. XIV**.

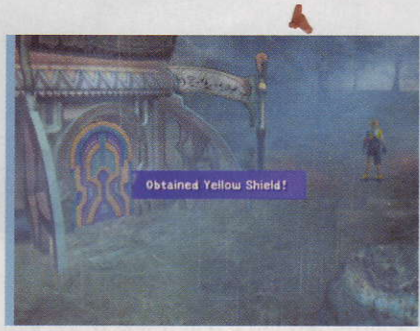
YUNA'S RETREAT

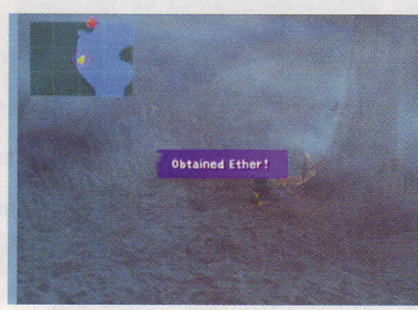


Follow Yuna into the corridor and Tidus will accidentally stumble into her room. When you're ready, exit the Travel Agency.

BACK ON THE RUN

Once back outside, continue north through the plains. Check the ground outside the Travel Agency to find a **Yellow Shield**. Equip this on Tidus to nullify lightning damage!





Later, Yuna suddenly arrives at an important decision. After hearing her out, search behind the structure for an **Ether**. There are a few more treasure chests to open as you head north to Macalania.

MACALANIA

ENEMIES

Enemy	HP	AP	Gil	Drop	Steal
CHIMERA	5250	1220	970	Ability Sphere	Shining Gem
IGUION	370	240	138	Speed Sphere	Soft
MURUSSU	580	240	165	Power Sphere	Hi-Potion
WASP	360	240	142	Speed Sphere	Hi-Potion
BLUE ELEMENT	1500	240	180	Mana Sphere	Fish Scale
XIPHOS	2700	520	220	Ability Sphere	Hi-Potion
SPHERIMORPH (boss)	12,000	3420	4000	Lv. 2 Key Sphere	Ether
SNOW WOLF	400	300	192	Power Sphere	Sleeping Powder
ICE FLAN	1350	300	188	Mana Sphere	Arctic Wind
MAFDET	710	300	172	Power Sphere	Hi-Potion
EVIL EYE	310	300	205	Speed Sphere	Hi-Potion
CRAWLER (boss)	16,000	4400	7000	Elixir	Lunar Curtain
NEGATOR (boss)	1000	220	300	Potion	Hi-Potion
SEYMOUR (boss)	6000	2000	500	Blk Magic Sphere	Turbo Ether
GUADO GUARDIAN (boss)	2000	290	300	Ability Sphere	Hi-Potion
ANIMA (boss)	18,000	2500	3000	Ability Sphere	Silence Grenade
WENDIGO (boss)	18,000	2000	3000	Power Sphere	Hi-Potion

OBJECTIVES


Chase butterflies along the branches.


Kill the scourge of the sphere spring.


Check in at the Travel Agency.


Outsmart the Al Bhed machina.


Enter Macalania Temple.


Learn Seymour's tragic secret


Challenge the maester of Yevon.


Unlock the mysteries of the ice puzzle.


Escape Macalania Temple.


Stand your ground against the Wendigo.


Muster morale deep below the ice.

ITEMS

Sleepy Cait Sith	Remedy (x3)	400 Gil	Elixir
2000 Gil	Mega-Potion	Hi-Potion (x2)	Luck Sphere
Phoenix Down (x3)	Shell Targe	X-Potion (x2)	Lv. 1 Key Sphere
MP Sphere	Ether	5000 Gil	Lv. 2 Key Sphere

KEY ITEMS

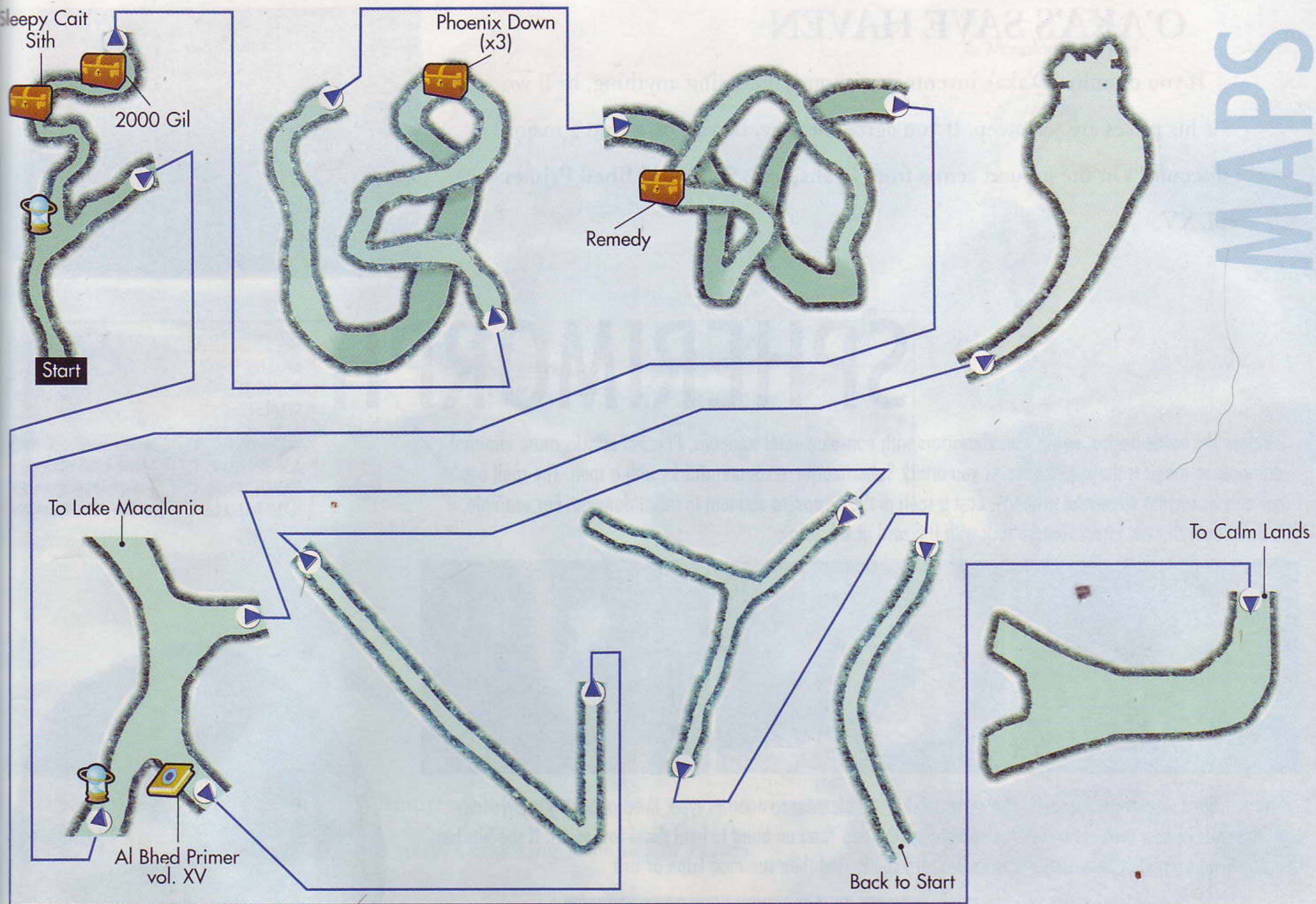
- Al Bhed Primer vol. XV
- Al Bhed Primer vol. XVI
- Jecht's Sphere

PATH OF THE RIGHTEOUS

Go up the sharp incline into the woods. Follow the path to the left and search behind the tree trunk for a hidden **Sleepy Cait Sith**. Continue along the path, keeping a sharp eye out for treasure chests.









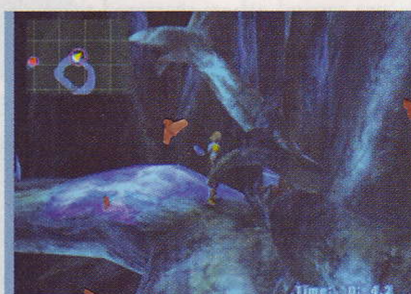
CHIMERAS

One of the toughest creatures in this area is the multi-talented Chimera. Use Auron's Power Break to weaken its attacks. Cast Haste on Lulu or summon Ixion when fighting it.



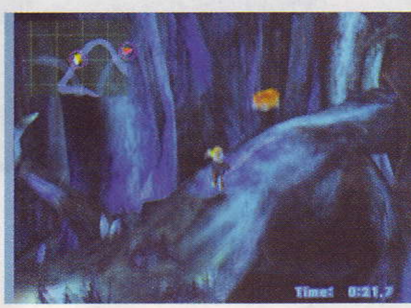
BUTTERFLY CHASE



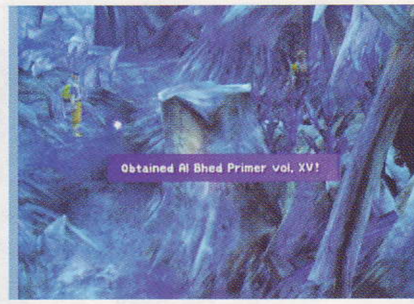


Follow the winding branches until you encounter a strange character. Move to the closest butterfly and touch it to begin a short mini-game.

As time elapses, run along the path back the way you came and try to touch seven blue butterflies before time runs out. Touching a blue butterfly causes a chest to drop. After capturing all seven blue butterflies, a new chest appears. If you touch a red butterfly, a battle with local fiends occurs. These fights are much tougher, so avoid touching the red butterflies at all cost!



O'AKA'S SAVE HAVEN



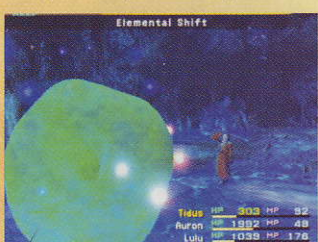
If you examine O'aka's inventory without purchasing anything, he'll wonder if his prices are too steep. If you agree they are, he will offer you a major discount! On the ground across from O'aka, look for the **Al Bhed Primer vol. XV**.

BOSS FIGHT SPHERIMORPH

HP:	12,000 (2000)
AP:	3240 (4860)
WEAKNESS:	Varies
STEAL:	Ether

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Before the battle begins, equip your characters with non-elemental weapons. Physical attacks cause minimal damage, so magic is the key. Whenever you attack Spherimorph, it counterattacks with a spell. The spell used indicates its current elemental property. Cast a spell of the ***opposite*** element to inflict damage. For example, if the Spherimorph casts Fire, counterattack with Blizzard or Blizzara.









Each time a spell is correctly cast on it, the monster shifts its element to another type. Keep attacking it physically until it reveals its new element by casting another spell. Keep Yuna on hand to heal those low on HP. If she hits her Overdrive, wait until the boss casts Water or Blizzard spells, and then summon Ixion or Ifrit.




JECHT'S SPHERE

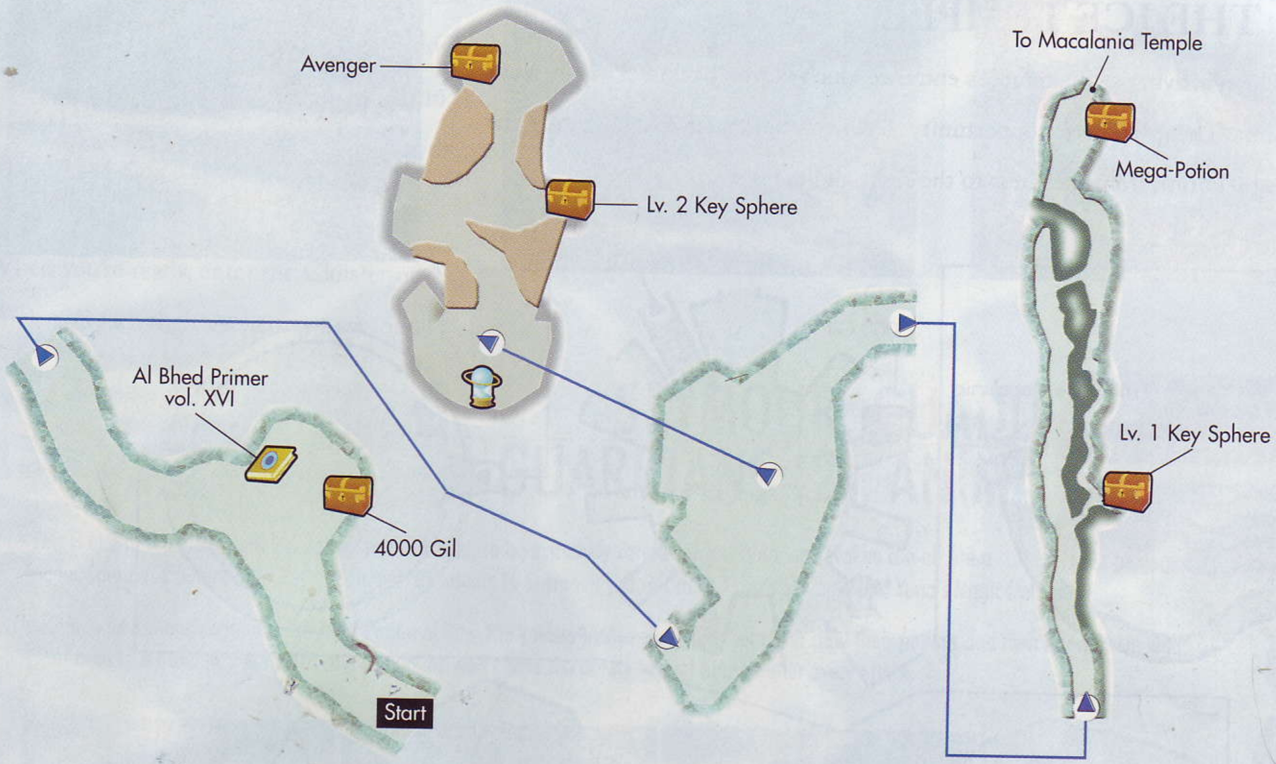


The creature leaves behind a memento from Tidus's old man, **Jecht's Sphere**. There are several others scattered throughout Spira. Upon examining this one, Auron learns a new Overdrive, Shooting Star.



LAKE MACALANIA

The party will find Clasko and the **Al Bhed Primer vol. XVI** outside of another Travel Agency. Suggesting that Clasko take up chocobo breeding may affect his future appearances in the game.



The Travel Agency has all the usual features. Make sure you save your game, because continuing beyond the Travel Agency starts a shocking sequence of events.



CRAWLER, NEGATOR

HP: Crawler: 16,000 (4000), Negator: 1000 (1000)
AP: Crawler: 4400 (6600), Negator: 220 (330)
WEAKNESS: Crawler: Lightning, Negator: None
STEAL: Crawler: Lunar Curtain, Negator: Hi-Potion

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

First, take out the small Negator floating in the air. You won't be able to cast spells or summon until it is gone. Focus Wakka's efforts on disposing of the Negator, and use the talents of Auron, Kimahri, or Tidus to assault the Crawler.







After defeating the Negator, you can finally use magic and summons. However, the countdown to the Mana Beam attack begins. This sweeping attack can cause extreme damage to the entire party's HP. The best way to avoid the Mana Beam is to summon and use an aeon's Shield ability to deflect most of the blast. Aeons such as Ifrit and Ixion can heal themselves by casting their own black magic on themselves.





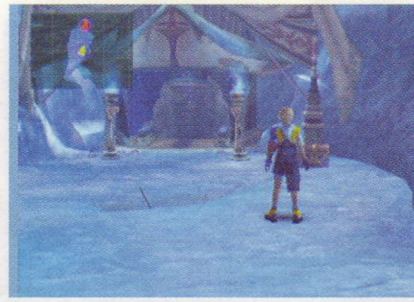


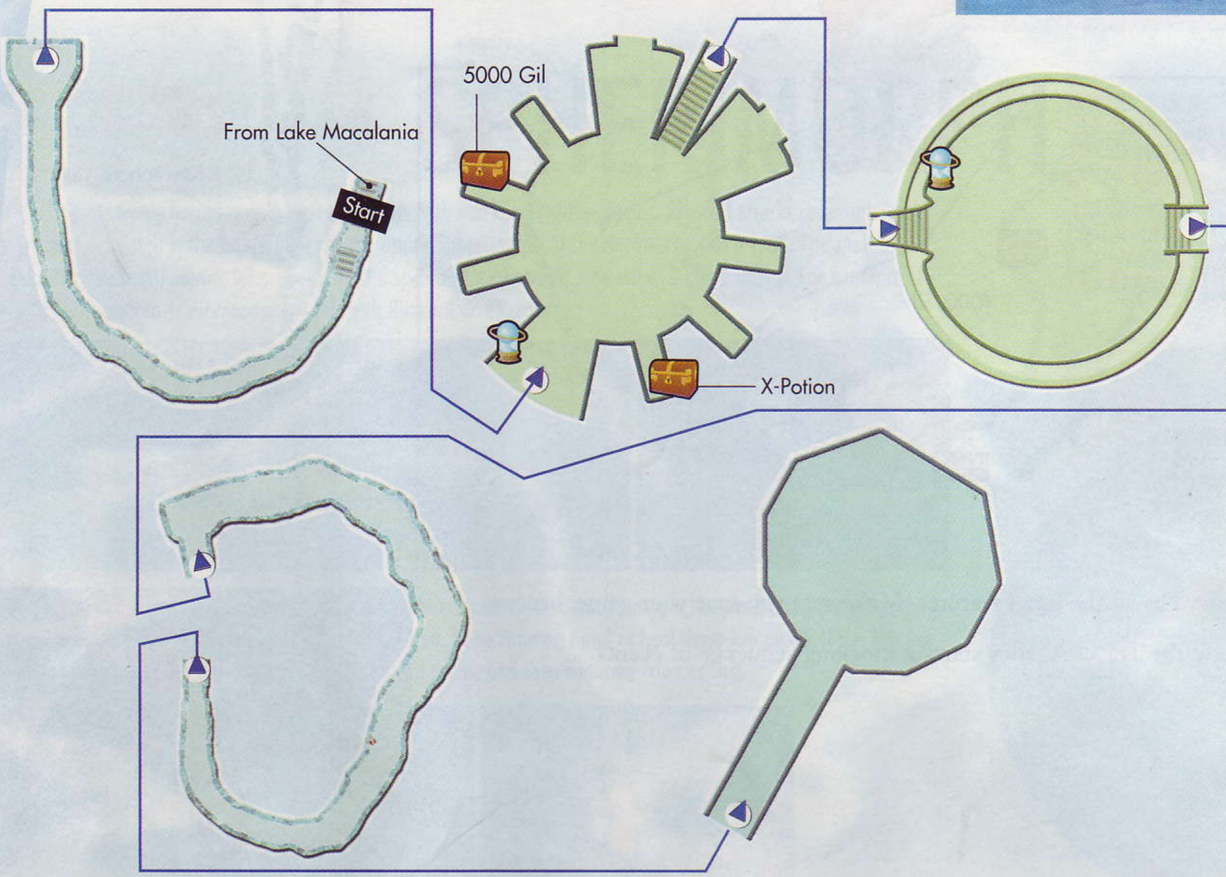


RPG BASICS • CHARACTERS • ITEMS/EQUIPMENT • WALKTHROUGH • SIDE QUESTS • SECRETS • BLITZBALL • BESTIARY

THE ICE TEMPLE

Upon arriving at the temple's entrance, don't bother backtracking for any items. There is a better opportunity to collect them later. For now, grab the **Mega-Potion** from the chest to the right and enter.





An Al Bhed then bribes you to leave him alone with **400 Gil**. Cross the ice bridge and enter the temple.





GRIM WILL

Speak to Tromell inside the entrance to receive a **Shell Targe.** Shelinda is further inside. Continue up the stairs towards the Cloister to witness an outcry from the chamber below. Follow the party inside to receive an eerie message. Afterward, check the back of the chamber for two **Remedies** and speak to the shaken witnesses on the right to obtain two **Hi-Potions**.

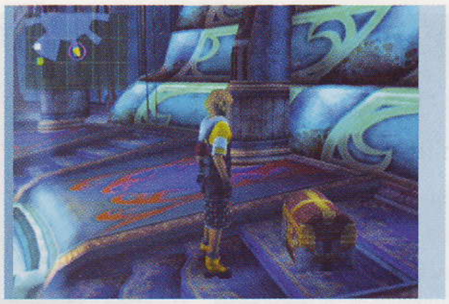






Search the main hall for two **X-Potions** and **5000 Gil**. Talk to the people in the northwest chamber to get an **Elixir**, an **Ether**, and to learn more about Seymour. The chest in the back contains three **Phoenix Downs**.

When you're ready, enter the Cloister of Trials and face the treacherous Seymour.





SEYMOUR, GUADO GUARDIANS (2), ANIMA

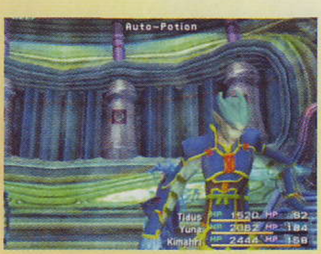
HP: Seymour: 6000 (1400), Guado Guardian: 2000 (2000), Anima: 18,000 (1400)
AP: Seymour: 2000 (3000), Guado Guardian: 290 (435), Anima: 2500 (3750)
WEAKNESS: None
STEAL: Seymour: Turbo Ether, Guado Guardian: Hi-Potion, Anima: Silence Grenade

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

This is one of the more technical battles you will fight, so be extremely careful. Tidus, Yuna, and Wakka can all use a Trigger Command before Anima is summoned. By talking to Seymour, you can raise Tidus's Strength and Yuna's Magic Defense.

The Guado Guardians each have the Auto-Potion ability. The easiest way to eliminate them is to steal their potions and then attack them with physical attacks. By taking a potion from a Guado, he won't have the ability to heal himself after every attack.









Now unguarded, Seymour raises Anima to fight. After a few turns, look in Yuna's Summon menu for a new, unnamed aeon and summon it. The ice goddess Shiva will come to the young summoner's aid. While Anima Boosts and causes Pain, cast Shiva's Blizzara spells on herself to keep her HP high. When she hits Overdrive, her Diamond Dust attack will take 9999 HP from Anima! Repeat this tactic again to defeat Anima with a minimum of effort.







After disposing of Anima, quickly dismiss Shiva. Avoid summoning aeons, because Seymour will only destroy them. He begins casting multi-spells at each party member, so keep Yuna handy to cast Life. Keeping characters alive in this late stage of the battle is somewhat difficult, so cast Haste on Yuna. Use Lulu's Bio spell to poison Seymour, and use Auron to attack with Magic Break.





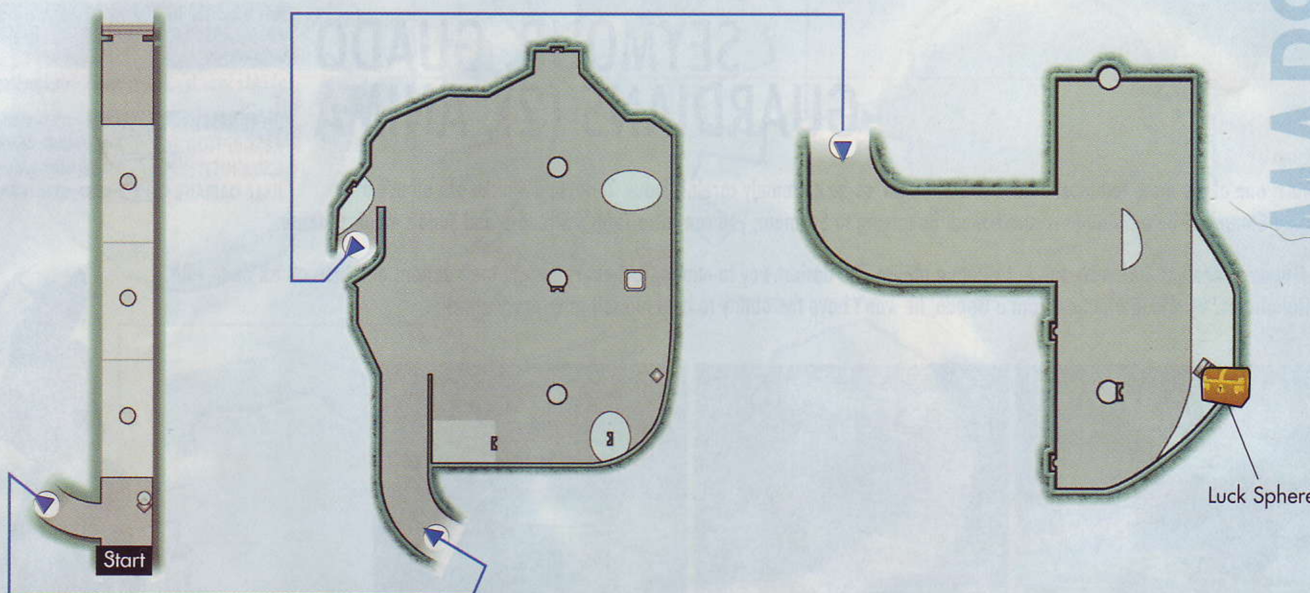


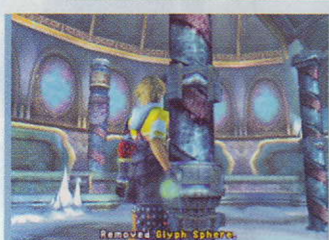


MACALANIA TEMPLE—CLOISTER OF TRIALS

Returning back through the ice tunnel causes sections of it to disappear. A doorway appears on the left side leading to the Cloister of Trials.







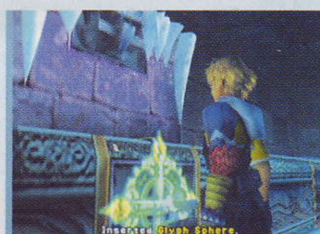
1. Descend the ramp to the floor below, and take the **Glyph Sphere** from the central column.



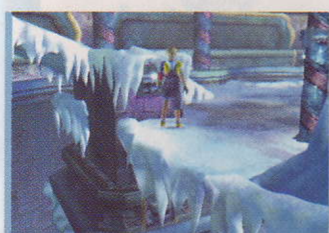
2. Place the Glyph Sphere into the pedestal nearby, and push the pedestal toward the stalagmite of ice further up. The pedestal causes the stalagmite to disappear.



3. Push the pedestal toward the ramp leading downward on the far side. Follow it down the ramp.



4. Remove the Glyph Sphere from the pedestal, and set it in the slot to the far left. A cube section of the wall rises into the chamber above, bearing a new Macalania Sphere.



5. Go back up the ramp and take the **Macalania Sphere** from the raised section. Go back below and place the Macalania Sphere into the pedestal.



6. Push the pedestal toward the column section on the far right. This causes a section of the ice tunnel to reappear above.



7. Remove the Macalania Sphere from the slot under the entrance to the Cloister, and take it down the ramp. Place it in the slot on the column to the left, causing a section of the ice tunnel far above to reappear. Take the Macalania Sphere from the slot at the top of the ramp, and place it in the center column. The last section of the ice tunnel reappears above, in addition to a floor switch.



8. Ascend the ramp and step on the floor switch, bringing the pedestal and the Macalania Sphere to the top level. This also causes a section of the ice tunnel to disappear. Take the Macalania Sphere from the pedestal and push it down the ramp.



9. The pedestal is diverted to the right by the glyph, and gets teleported into an ice stalagmite that holds a Destruction Sphere.



10. Descend the ramp to the floor below, and step on the floor switch to bring the pedestal out of the stalagmite. Place the Macalania Sphere Tidus is holding into the slot under the entrance to make the first set of ice stalagmites reappear.



11. Take the Macalania Sphere from the center column and place it in the slot to make the ramp reappear. Take the **Destruction Sphere** from the pedestal and descend the ramp to the lowest level. Place the Destruction Sphere in the slot to the left of the doorway. This destroys a section of the ice behind Tidus, revealing a chest containing a **Luck Sphere**.



12. Return to the level above and push the pedestal toward the stalagmites again. Get the Macalania Sphere that caused the ice stalagmites to reappear, and place it into the pedestal.



13. Push the pedestal toward the ramp on the far side of the room, so that it slides back down to the area below. Push the pedestal back into place at the bottom of the column section to reconstruct the ice tunnel above.



14. Ascend to the level above and take the Macalania Sphere that powers the ramp. Place it into the last column to complete the ice tunnel.

PERILOUS ESCAPE

Upon your return to the main chamber of the temple, a host of Guado attempts to block your path. As you proceed onto the long, curved ice bridge back towards the entrance, Guado Guardians chase you. If one catches you, the party must fight the guardian and additional enemies.



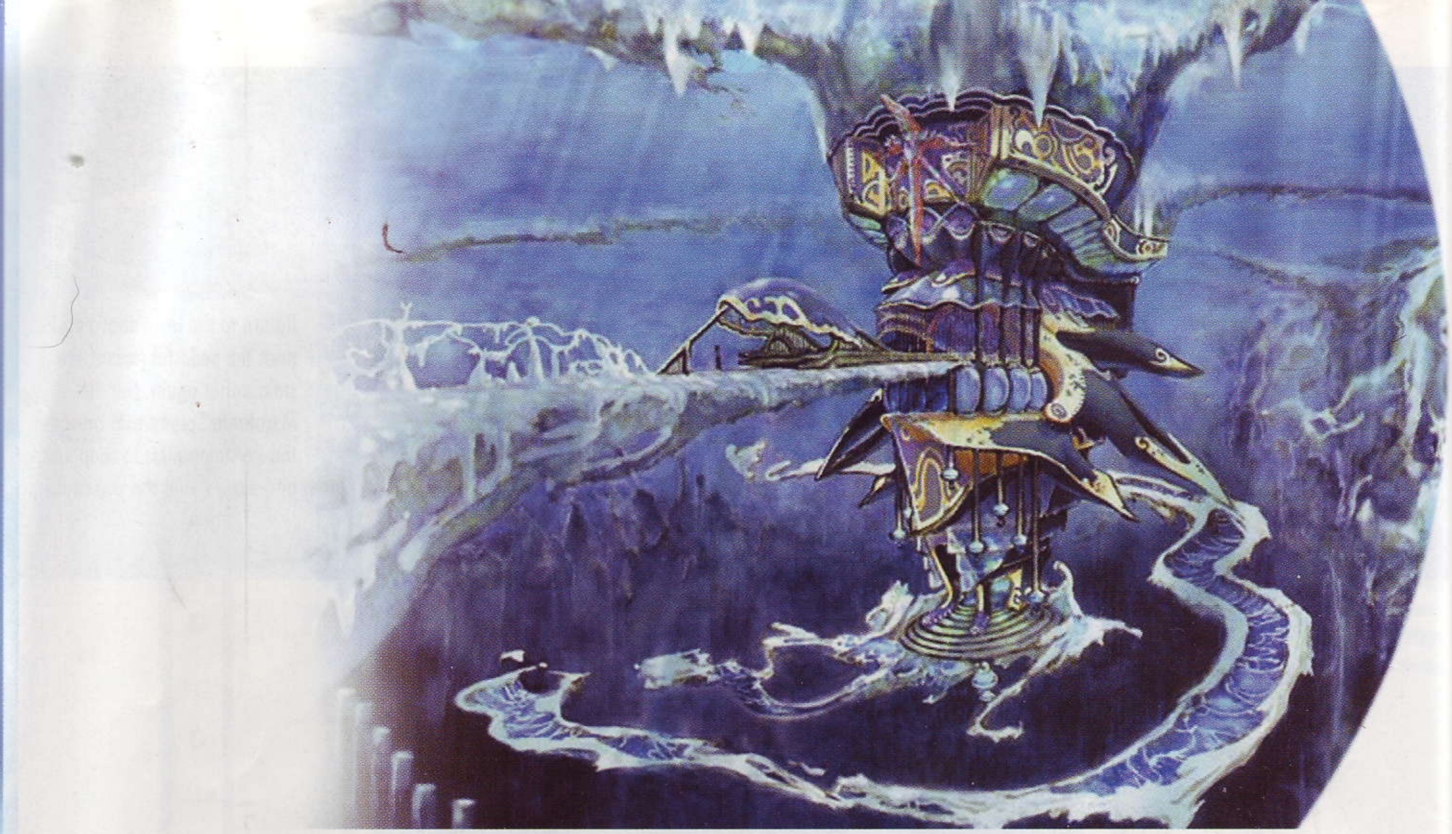






SNOWBOUND

After exiting the ice cavern, stick to the rocky trail on the right side of the chasm. This eventually leads to a partially hidden treasure chest at the end containing a **Lv. 1 Key Sphere**. Cross the gap to the left side and proceed to the next Save Sphere.



WENDIGO, GUADO GUARDIAN (x2)

HP: Wendigo: 18,000 (1432), Guado Guardian: 1200 (1432)
AP: Wendigo: 2000 (3000), Guado Guardian: 290 (580)
WEAKNESS: Wendigo: Fire, Guardians: None
STEAL: Wendigo: Hi-Potion, Guado Guardian: Hi-Potion

WEAKNESS	x 1.5	Fire
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

The Guado Guardians provide most of the challenge in this battle, so summon an aeon to perform an Overdrive attack to dispose of them. As a final act, they cast protective spells and Berserk on the Wendigo. You can remove Berserk, though, by using Threaten. Use Wakka's Sleep Attack to keep the Wendigo from rampaging, and then steal items and cast Fira spells on it. Also, cast Haste on Lulu. If the Wendigo wakes up, use Auron's Power Break and Kimahri's Jinx.









BENEATH THE ICE

Use the Save Sphere to recover any lost HP, and then speak to all of the party members. After Yuna leaves, talk to all of the characters again. There is a treasure chest partially hidden behind Kimahri that contains a **Lv. 2 Key Sphere**.



SANUBIA DESERT

ENEMIES

Enemy	HP	AP	Gil	DROP	STEAL
ZU	12,000	1200	1200	Power Sphere	Smoke Bomb
SAND WORM	45,000	2000	1000	Ability Sphere	Shadow Gem
CACTUAR	800	8000	1500	Speed Sphere	Chocobo Feather
SAND WOLF	450	310	225	Power Sphere	Sleeping Powder
ALCYONE	430	310	240	Speed Sphere	Smoke Bomb
MUSHUSSU	680	310	270	Power Sphere	Hi-Potion
MECH GUARD	1280	310	600	Hi-Potion	Grenade
MECH GUNNER	2800	540	800	Hi-Potion	Al Bhed Potion
SANDRAGORA	12,750	540	336	Mana Sphere	Remedy

OBJECTIVES


Cross the desert to find your comrades.


Rikku leads the way!


Follow the Al Bhed markers.


Brave the Sandragora sinkholes.

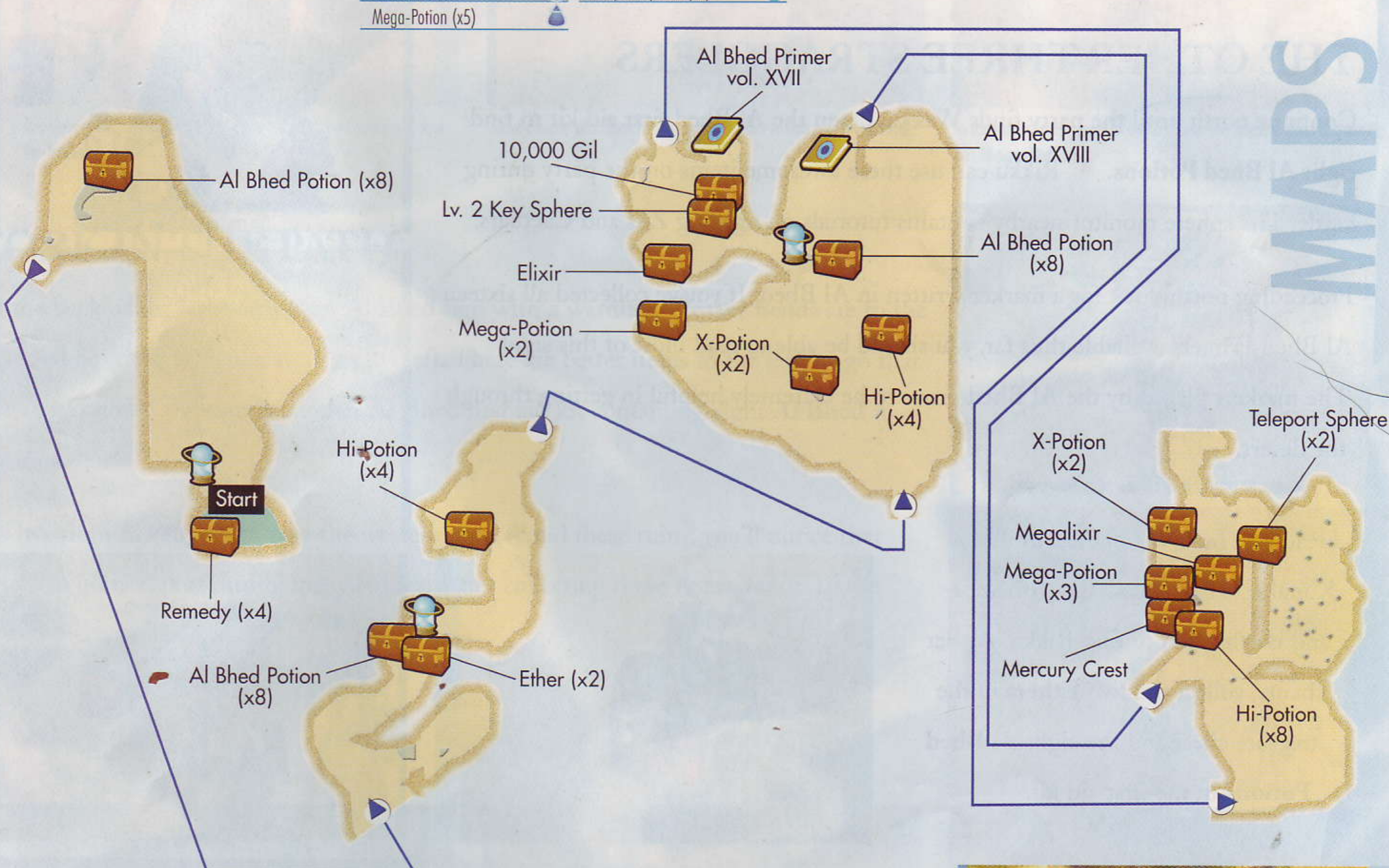

Reach the Al Bhed home... under siege!

ITEMS

Remedy (x4)	10,000 Gil
Al Bhed Potion (x24)	Lv. 2 Key Sphere
Ether (x2)	Elixir
Hi-Potion (x16)	Megalixir (x3)
X-Potion (x4)	Teleport Sphere (x2)
Mega-Potion (x5)	

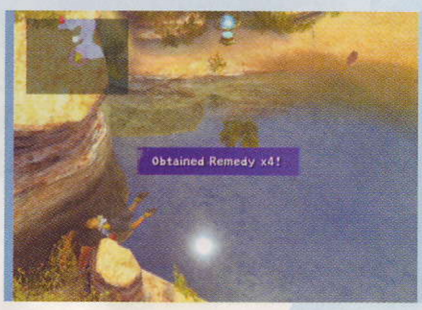
KEY ITEMS

- Al Bhed Primer vol. XVII
- Al Bhed Primer vol. XVIII
- Mercury Crest



BEACHED BUM

Tidus awakens in a small oasis in the center of a vast desert. Before climbing out, swim to the lower left side to find a sunken treasure chest containing four **Remedies**.



THE INTIMIDATING ZU



Moving further north, Tidus encounters a massive desert scavenger called a Zu. Switch to a weapon with the Darktouch ability to blind it. Even blinded, the Zu will still get in one devastating attack. When Auron joins Tidus, use his Power Break and Mental Break abilities to wear down the fiend. When Lulu joins, use her Bio spell to poison the Zu.





THE OTHER THREE STRAGGLERS



Continue north until the party finds Wakka. Open the Al Bhed first aid kit to find eight **Al Bhed Potions**. 1 Rikku can use these awesome items on the party during battle. The sphere monitor nearby contains tutorials on fighting Zus and Cactuars.



Proceeding north, look for a marker written in Al Bhed. If you've collected all sixteen Al Bhed Primers available thus far, you should be able to read most of this sign! The markers placed by the Al Bhed prove to be extremely helpful in getting through the desert.

Head east from the marker to find Kimahri. Then follow the path west and north again to find Rikku. At her shanty, collect the two **Ethers** in the treasure chest and the eight **Al Bhed Potions** in the first aid kit.





DESERT CACTUARS

The little green guys are much stronger than their Thunder Plains cousins, and without Yuna's summoning or restorative magic you're probably better off avoiding them if possible. Rikku can steal Chocobo Feathers from them, but she might incur the wrath of the 10,000 Needles attack.



NOMADS

Follow Rikku through the dunes until she reaches another Al Bhed marker that reads "Home Ahead." From the sign, travel southwest to a chest containing four **Hi-Potions**.

You'll eventually reach an expansive area full of items and helpful signs. Keep an eye on the on-screen map, and move towards large objects in the field to find treasure chests. After collecting the items, there are two exits to consider. Use the inscription at the back of the area to make your choice.









The closest landmark is the location of a treasure chest containing four **Hi-Potions**.



Move directly west from the last treasure chest to find two **X-Potions**.



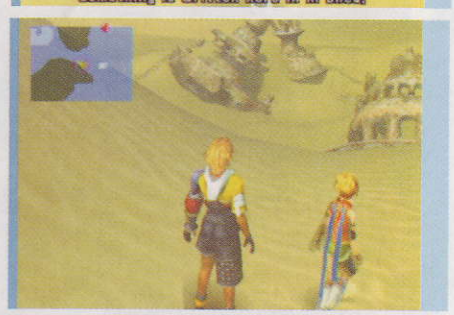
In the westernmost corner of the first area is a treasure chest containing two **Mega-Potions**.

FORK IN THE PATH

At the back of the large area is an Al Bhed sign with a warning. Weaker fiends are to the right, while stronger fiends await to the left. There are better items to the left, so go that way first. Behind the sign is another Al Bhed first aid kit containing eight **Al Bhed Potions**.



Go left from the large sign into the western area. Amid these ruins, you'll notice that treasure chests appear during many battles. After collecting these items, return to the Save Sphere.





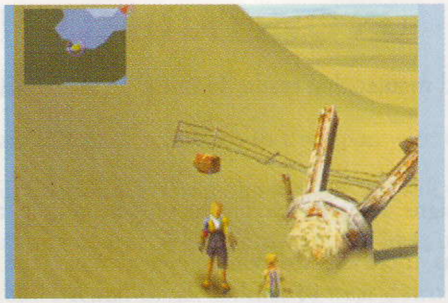
Enter this tower from the back to find a **Lv. 2 Key Sphere** and **10,000 Gil**.



Inside these ruins near the west exit is the **Al Bhed Primer vol. XVII**.



This strange sign bears a message in Al Bhed.



This treasure chest is just south of the sign. Inside is an **Elixir**.



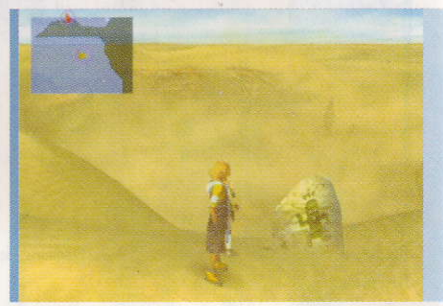
Return to the Save Sphere and move north to this marker to find the **Al Bhed Primer vol. XVIII**.



RIKKU'S ROLE

Without the summoning and healing powers of Yuna, you'll find that Rikku becomes more important during battles. Not only can she use Al Bhed Potions to heal the entire party at once, but she can steal some incredibly useful items from the fiends of Sanubia. Keep Rikku on the front line throughout your travels here.

THE SAND PITS

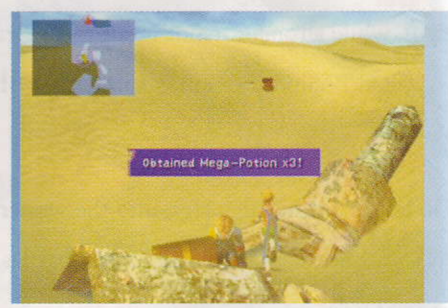


The next area features a deep valley to the east, which is currently being bombarded by an impenetrable storm. On the cliff south of the valley is a strange rock, which is important to one of the game's secrets. For detailed information, refer to the "Secrets" section of this book.

Move east from the stone and find a small side area on the map. The first treasure chest contains eight **Hi-Potions**, and the one sinking in the sand pit contains the **Mercury Crest**. In the larger section north of there, you can collect three **Mega-Potions** and two **X-Potions**.

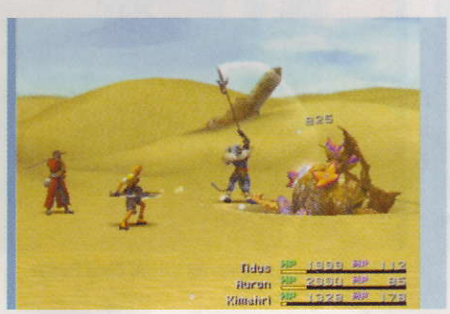






Moving directly east from the Mega-Potions, the party will find a chest sinking into a sand pit. However, the pit also contains a Sandragora. Use fire magic to kill them, and remove any status effects with Al Bhed Potions. The chest in the first sinkhole contains three **Megalixirs**, while the second one, a little further northeast, contains two **Teleport Spheres**. To reach the Al Bhed Home, head north.







HOME

ENEMIES

Enemy	HP	AP	Gil	DROP	STEAL
GUADO GUARDIAN	2000	290	300	Ability Sphere	Hi-Potion
BOMB	850	22	70	Power Sphere	Bomb Fragment
DUAL HORN	1875	42	105	Ability Sphere	Potion
CHIMERA	5250	1220	970	Ability Sphere	Shining Gem

ITEMS

- Hi-Potion (x2)
- Friend Sphere
- Al Bhed Potion (x10)
- Special Sphere
- Skill Sphere

KEY ITEMS

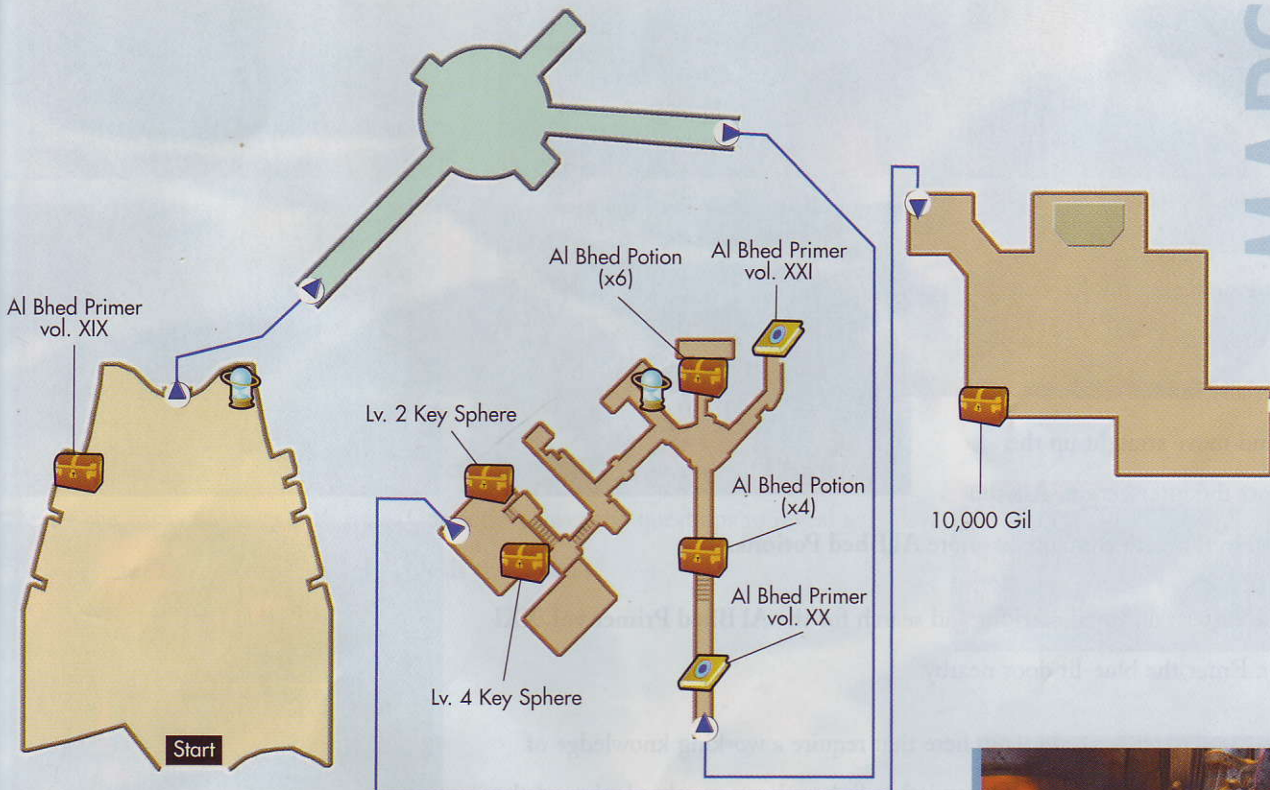
- Al Bhed Primer vol. XIX
- Al Bhed Primer vol. XX
- Al Bhed Primer vol. XXI

OBJECTIVES


Help defend Home.

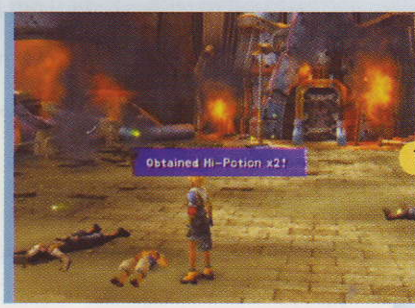

Find the Summoners' Sanctum.


Escape by airship.



WRATH OF THE GUADO

After meeting Cid, search the area outside Home. Search the dead body for two **Hi-Potions**. (1) Near the Save Sphere is the **Al Bhed Primer vol. XIX**. After the group congregates in the center area, they get attacked by a Guado Guardian and other enemies. It is generally a good idea to take out the Guado Guardian first, since he will cast support spells on the monsters.





THE LIVING QUARTERS



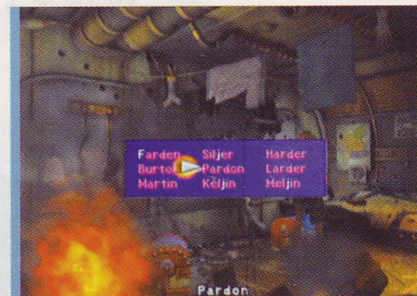
Follow the party out of the center area. After Cid's warning, the party gets attacked by a Guado Guardian and Dual Horns.

After descending the stairs, turn around and head back down the south corridor and enter the living quarters on the left. The two treasure chests in this room require you to have a good library of Al Bhed Primers. The **Al Bhed Primer vol. XX** sitting on the bed nearby should help. If you've collected all of the volumes thus far, this is no problem. If not, you're going to need some assistance.

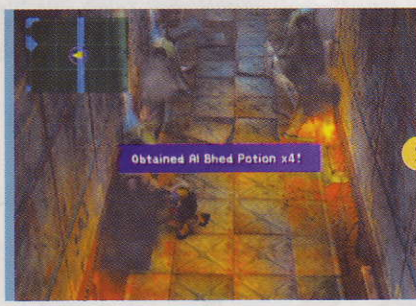
The chest on the right requires you to translate three words in Al Bhed. The following screenshots show the correct answer to each highlighted word. The password chest contains a **Friend Sphere**, and the chest to the left asks what item you would like to receive.

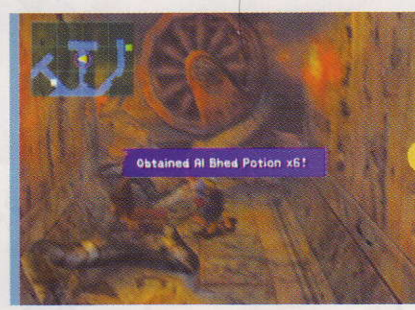




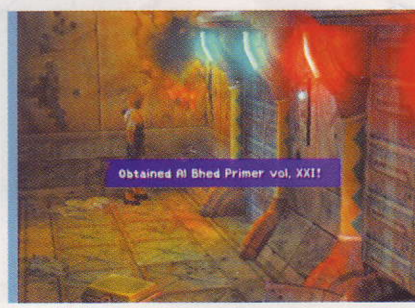


Exit the living quarters and descend the stairs. Grab the four **Al Bhed Potions** 2 from the partially hidden treasure chest to the left, and move straight up the corridor across the intersection. Another treasure chest in this area contains six more **Al Bhed Potions**. 3





Move up the eastern diagonal corridor and search for the **Al Bhed Primer vol. XXI** on the floor. Enter the blue-lit door nearby.



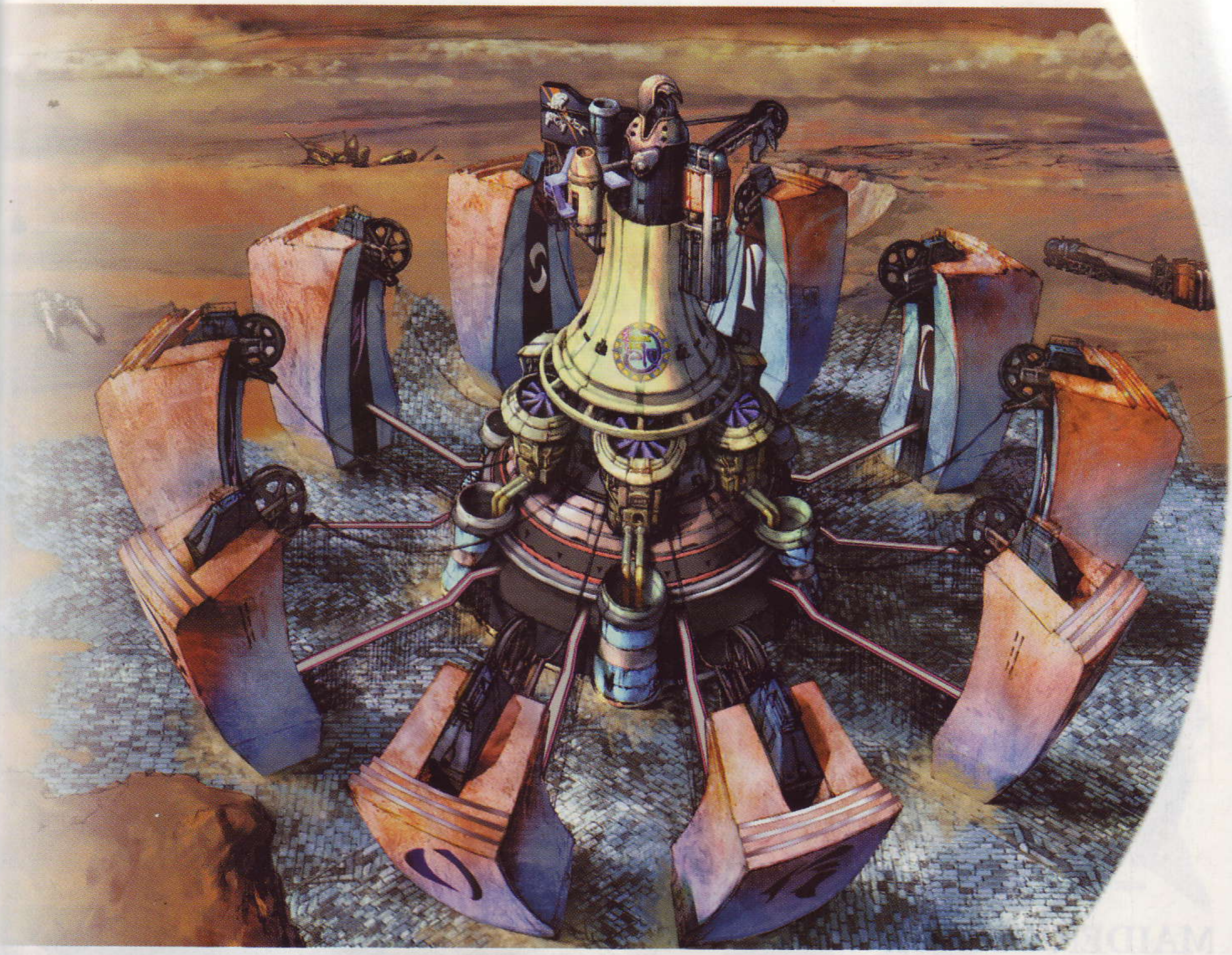
There are two more treasure chests in here that require a working knowledge of Al Bhed. The chest closest to the Compilation Sphere has a number lock, and the code requires some math. The table below shows how to decipher the code. Input the code to receive the **Special Sphere**.

Number	Locked Al Bhed Chest
1st digit	Add both numbers.
2nd digit	Subtract the second number from the first number.
3rd digit	Multiply the first number by the second number.
4th digit	Add both numbers.





HOME



The second chest challenges you to correctly decipher four questions. You must choose the correct answer each time. Correctly answer the questions to reveal a **Skill Sphere**. The table to the right reveals the order.

Question #	Choose
First	3rd answer
Second	4th answer
Third	2nd answer
Fourth	1st answer



THE SUMMONERS' SANCTUM

As you head through the crumbling city, search under the stairs for a **Lv. 4 Key Sphere**. Before you enter the sanctum, don't miss the **Lv. 2 Key Sphere** on the far right. Search inside the sanctum for a treasure chest containing **10,000 Gil**, and then head for the airship dock.



AIRSHIP

ENEMIES

	EVIL EYE	EVRAE (boss)	DUAL HORN	BOMB
HP	310	32,000	1875	850
AP	300	5400	42	22
Gil	205	2600	105	70
DROP	Speed Sphere	Blk Magic Sphere	Ability Sphere	Power Sphere
STEAL	Musk	Water Gem	Potion	Bomb Fragment

ITEMS Al Bhed Potion (x4)

OBJECTIVES


Speak to everyone on the bridge.


See how the survivors are holding up.


Catch up on current events with Rin.


Console Dona.


Return to the bridge and speak to everyone again.


Speak to the airship's pilot.


Rin warns of the fiends onboard.


Spot Bevelle's guardian from the airship's cabin.

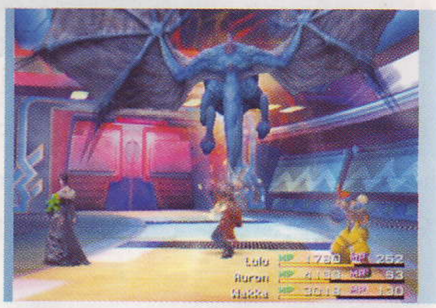

Lead the battle against Evrae.



MAIDEN VOYAGE

Leave the ship's bridge and talk to everyone. If you're in need of items look for Rin, otherwise continue past him and enter the next door on the right. Dona is in here and needs consoling. The answer you give her affects her future appearances in the game.

Return to the bridge at this point and talk to the airship's pilot. Upon determining Yuna's location, try to leave. Fiends have entered the ship, so as you proceed back toward the cabin area expect some fighting.



BATTLE PREPARATIONS

Storming the largest city on the planet and the center of Yevon's teachings isn't going to be easy. Save your game at the Save Sphere and speak to Rin before riding the platform up to the surface.

If possible, equip as many characters as possible with armor and equipment with the SOS Regen ability. Also, keep in mind that Evrae is immune to most status effects. Don't forget to equip weapons and armor that improve your party members' Strength and HP.





Speak to the first Al Bhed on the left to get four **Al Bhed Potions**.

BOSS FIGHT

EVRAE

HP: 32,000 (2000)
AP: 5400 (8100)
WEAKNESS: None
STEAL: Water Gem

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Start by having Tidus cast Slow on the fiend, and then cast Haste on himself and Rikku. This increases their number of turns throughout the battle, and makes it much easier to use the Trigger Command to communicate with Cid.

Look carefully at the list of character turns on the right side of the screen. When Tidus or Rikku's turn is right before Cid's turn, use the Trigger Command to pull the ship away from Evrae. If you can keep the monster at long range until Cid's next turn thereafter, then he will unleash a volley of misiles at Evrae.











The dragon may then counter with the Swooping Scythe attack to get close to the ship again. Eventually, Evrae will inhale on one turn and exhale Poison Breath on its next turn. Whenever the party is impaired with status ailments, have Rikku use an Al Bhed Potion. Evrae will then cast Haste on itself, thus nullifying Slow spells. To counter Evrae's enhanced speed, have Tidus cast Haste on as many characters as possible.







Your choice of party members depends on whether Evrae is close or far away. When Evrae is near the ship, use physical attacks with characters like Tidus, Auron, Kimahri, and Rikku. When Evrae is far away, use Lulu and Wakka. But since Evrae halves all magical damage, Lulu will be mostly ineffective unless she knows Firaga, Waterga, Thundaga, or Blizzaga. Kimahri can also use his Lancet ability to siphon some HP from the dragon.





You'll need a healthy supply of Al Bhed Potions and Mega Phoenixes to keep your characters alive so that you can collect as much AP as possible.



BEVELLE

ENEMIES

Enemy	HP	AP	Gil	DROP	STEAL
WARRIOR MONK	1400	420	460	Ability Sphere	Hi-Potion
YKT-63	4200	1870	1300	Hi-Potion	Remedy
YAT-99	4200	1870	1300	Hi-Potion	Remedy
CAVE IGUION	550	240	300	Speed Sphere	Soft
SAHAGIN	1380	200	180	Power Sphere	Fish Scale
SWAMP MAFDET	850	0	0	N/A	N/A
BAT EYE	380	240	320	Speed Sphere	Hi-Potion
AQUA FLAN	2025	240	340	Mana Sphere	Fish Scale
MAZE LARVA	2222	1850	620	Ability Sphere	Fish Scale
GROTHIA (boss)	8000	0	0	N/A	N/A
PTERYA (boss)	12,000	0	0	N/A	N/A
SPATHI (boss)	20,000	0	0	N/A	N/A
PHLEGYAS	1680	650	410	Power Sphere	Dragon Scale
OCTOPUS	4500	700	220	Mana Sphere	Dragon Scale
EVRAE ALTANA (boss)	16,384	5800	3000	Blk Magic Sphere	Water Gem
SEYMOUR NATUS (boss)	36,000	6300	3500	Lv. 2 Key Sphere	Tetra Elemental
MORTIBODY (boss)	4000	0	0	N/A	N/A

OBJECTIVES


Crash Seymour's wedding plans.


Eliminate the soldiers of Yevon.


Escape into the Cloister of Trials.


Reunite with Yuna in the Chamber of the Fayth.


Stand trial for your crimes against Yevon.


Help Yuna find other party members in the Via Purifico.


Confront Isaaru.


Trap Evrae Altana in the underwater channels.


Face Seymour's wrath.

ITEMS

HP Sphere	Skill Sphere
Knight Lance	Lucid Ring
Black Magic Sphere	Avenger
Mega-Potion	Rematch
Elixir	
White Magic Sphere	

KEY ITEMS: Al Bhed Primer vol. XXII



NEVER MEANT TO BE

After the party lands on the roof of Bevelle Temple, heal everyone before proceeding. You must now charge through several waves of Bevelle guards, so it's best to start off strong.





The Warrior Monks with flamethrowers provide the toughest fight, because they can douse the entire party with fire. The second fight consists of two Warrior Monks (with flamethrowers) and a giant machina. Use a Dark Attack or a Smoke Bomb to blind the machina, and then quickly dispose of the Warrior Monks.



Proceed toward Seymour until you encounter a YAT-99. Defeat the guards in front first to advance on the machina.

THE TRUE FACE OF YEVON

After Yuna and the others make their separate escapes, use the Save Sphere and descend into the temple. The circular stairs are easier to descend if you use the machina panel at the top. Head down to the Cloister of Trials.



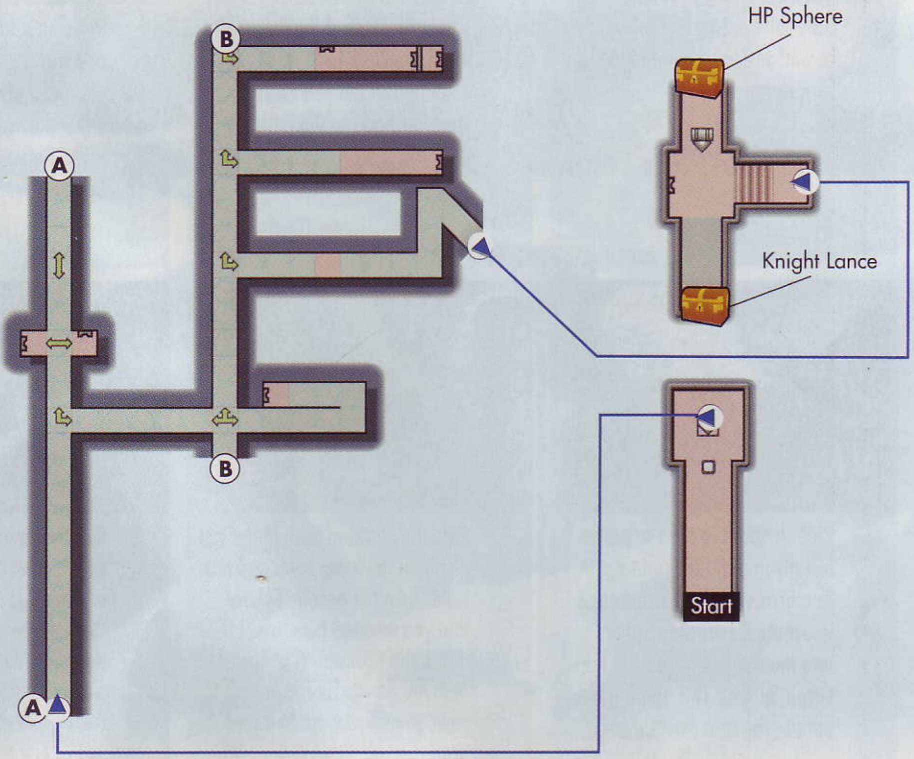


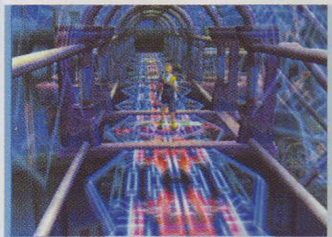
Before entering the cloister, look for the **Al Bhed Primer vol. XXII** on the floor. It blends into the floor, so it's easy to miss!

BEVELLE TEMPLE—CLOISTER OF TRIALS

The Cloister of Trials in Bevelle consists of a maze of gliding paths. The party must push a pedestal holding a Bevelle Sphere onto the path, causing the pedestal to transform into a moving platform. The sphere must be present or the pedestal will not work. After Tidus rides down to the first stopping point, press ⊗ to begin.







1. As you approach from the starting point, watch the first glyph on the path carefully. When the arrow on the glyph points to the right and Tidus's platform is on it, press ⊗ to turn right. Follow this path to the bottom.



2. Take the Bevelle Sphere from the bottom, and insert it into the pedestal. Push the pedestal back onto the path, and ride the platform back up to the top of the maze.



3. At the top of the maze, use the floor glyph to turn right. At the next glyph, turn right again.



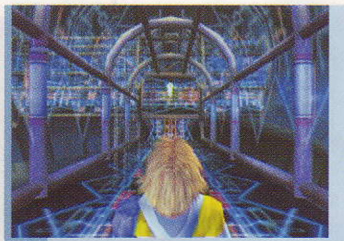
4. Remove one of the Bevelle Spheres from the pedestal and place it into the slot. This activates a portion of the lower path in the maze. Push the pedestal back onto the path.



5. At the end of the top path, use the last glyph to turn 180 degrees and go back.



6. Next, use the middle glyph to turn right. Remove the **Bevelle Sphere** from the slot and place it into the pedestal. Push the pedestal back onto the path and ride the platform off the end to start over at the beginning.



7. At the first glyph on the top path, turn right and ride down to the lower path. Turn left at the intersection and go toward the end of the path.



8. Move past the first two glyphs and turn right at the last glyph near the edge. Take one of the Bevelle Spheres from the pedestal and set it into the slot to the left. This opens the path to a slot with a purple glyph.



9. Push the pedestal back onto the path and ride off the end to start at the beginning of the lower path.



10. Ride the lower path to the second-to-last glyph and turn right.



11. Run to the end of the long path and take the **Glyph Sphere**. Place it into the pedestal, and then get back on the path.



12. Ride the lower path to the end and turn right. Cross to the purple glyph and insert the Glyph Sphere. The wall gives way, revealing a **Destruction Sphere**.



13. Take the Destruction Sphere and get back on the platform. Ride it off the end to start over from the beginning.



14. Ride the path to the second-to-last glyph and turn right again. Run across the long stretch and insert the Destruction Sphere into the slot where you got the Glyph Sphere. This opens a new path in the next corridor over.



15. Ride the platform back to the last glyph on the lower level and turn right. Take the Bevelle Sphere that you inserted here, and insert it into the pedestal. *If you do not have two Bevelle Spheres at this point, you will miss out on a great item!*



16. Ride the platform off the end of the lower path to start again at the beginning. At the second glyph, which you haven't used before, turn right. Push the pedestal across the platform and ride to the end where the new path lies. This takes Tidus up to a new area.



17. Leave the pedestal at the bottom of the stairs and ascend. Open the treasure chest on the right to collect an **HP Sphere**. The treasure chest then disappears, revealing a floor switch. Step on it to teleport the pedestal up the stairs.



18. Take one of the Bevelle Spheres from the pedestal, and insert it into the slot to open a path on the left.



19. Push the pedestal on the left path and ride it to the end. Here, Tidus receives the **Knight Lance**.



20. Ride the platform back across to the top of the stairs and exit to the right.

PUNISHMENT OF THE SUMMONER



After Yuna receives the aeon Bahamut, the party is sentenced to the Via Purifico. The separated heroes must find their way back together to escape from Bevelle.

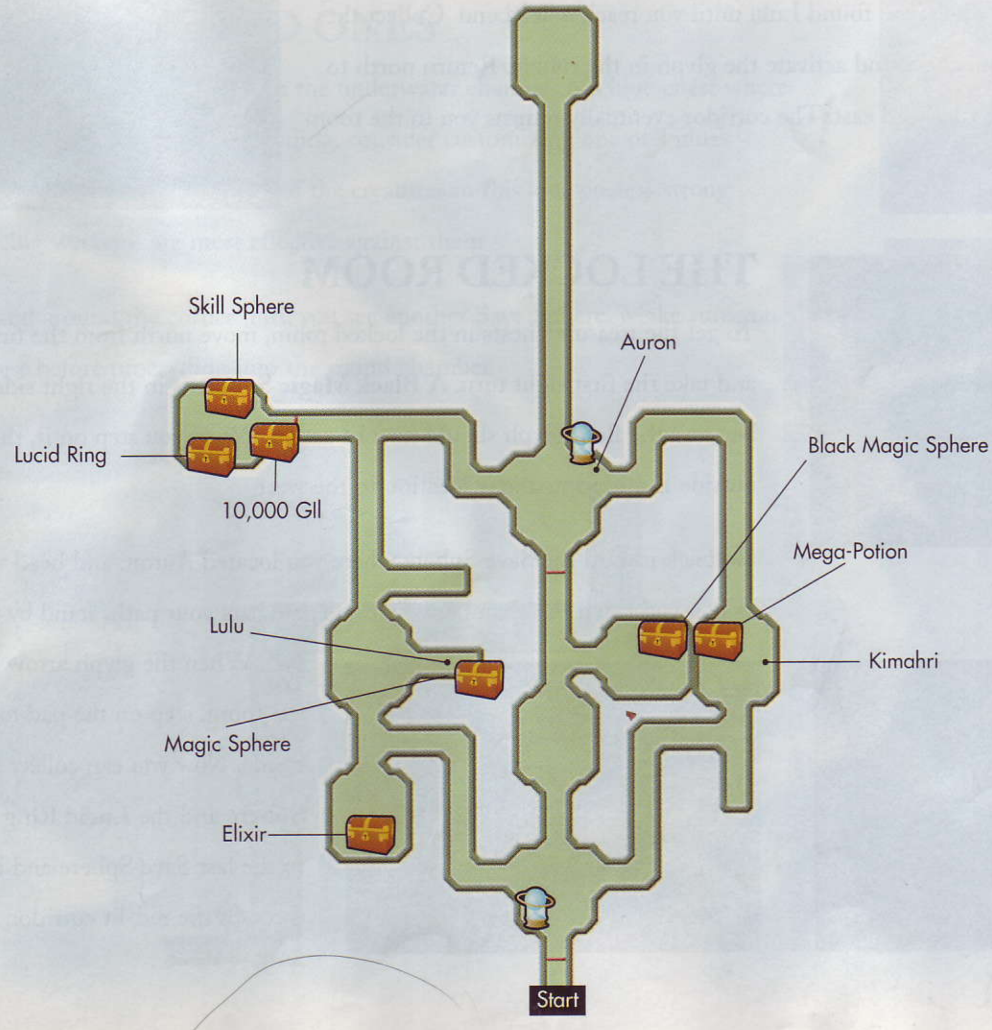
MAZE OF SORROW

Controlling Yuna, move east out of the starting chamber and follow the corridor. Three of your party members are in the maze, and you can find them by using the teleport pads or simply wandering through the area. Since it's very important for Yuna to develop and learn new abilities, we would suggest that you wander through the area and avoid using the teleport pads.









Follow the corridor east and then north until you enter a room with Kimahri. (1) After he rejoins the party, move left and open the treasure chest for a **Mega-Potion**. (2) Continue north from where you picked up Kimahri, and the winding corridor will eventually lead you west to Auron. (3)







Use the Save Sphere and continue west. Go straight through the next T-intersection until you reach a locked room with a few treasure chests. (4) We'll return to these later. For now, head south. Follow the corridor until you reach another teleport pad, and turn onto the short eastern path. This takes you to Lulu, and beside her is a treasure chest containing a **White Magic Sphere**. (5)





Continue south from where you found Lulu until you reach a dead end. Collect the **Elixir** from the treasure chest, and activate the glyph in the rubble. Return north to the last T-intersection and head east. The corridor eventually returns you to the room in which you started.





THE LOCKED ROOM

To get the treasure chests in the locked room, move north from the first Save Sphere and take the first right turn. A **Black Magic Sphere** is in the right side of the chamber, and the floor glyph should now be active. When you step on it, the teleport pad outside is moved to a new location to the west.

Go back toward the Save Sphere where you located Auron, and head west again. When you reach the chamber where the gate bars your path, stand by the teleport pad. When the glyph arrow points toward the room, step on the pad to teleport inside. Now you can collect the **Skill Sphere** and the **Lucid Ring** inside. Return to the last Save Sphere and head north through the red-lit corridor.





BOSS

ISAARU, 3 AEONS

HP: Grothia: 8,000 (2550), Pterya: 12,000 (2550), Spathi: 20,000 (2550)
AP: 6,000
WEAKNESS: Grothia: Ice, Pterya: None, Spathi: None
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

This battle is a test of using your aeons' abilities wisely. It consists of a series of three separate fights, allowing Yuna to summon a new aeon each time.



The first encounter is with Isaaru's version of Ifrit, Grothia. Summon Bahamut and use the aeon's Impulse attack to send Grothia into Overdrive. Bahamut will weather this attack, and will most likely go into Overdrive as well. Mega Flare should easily finish off Grothia.



Isaaru then summons his version of Valefor, Pterya. Since Pterya doesn't have any elemental strengths, summon either Shiva or Ixion, whichever is closer to hitting Overdrive. After taking damage, use your chosen aeon's black magic on itself to heal. If Pterya gets close to Overdrive, start using Shield.





Isaaru then summons his version of Bahamut, Spathi. Summon an aeon that can heal itself with its own black magic, like Ixion or Shiva. After using a special attack, Spathi begins a countdown. When the countdown reaches 0, use Shield to reduce damage from the Mega Flare attack.







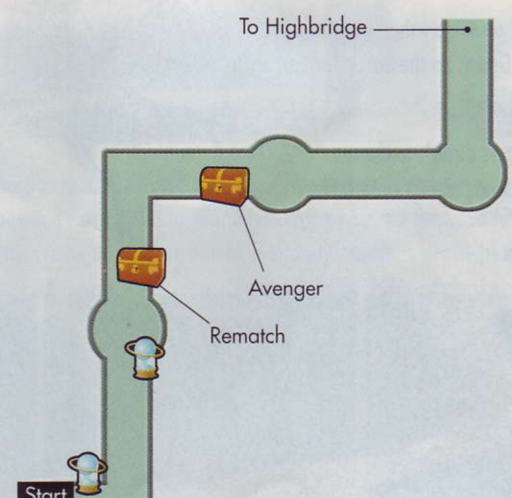
THE WATERLOGGED ONES



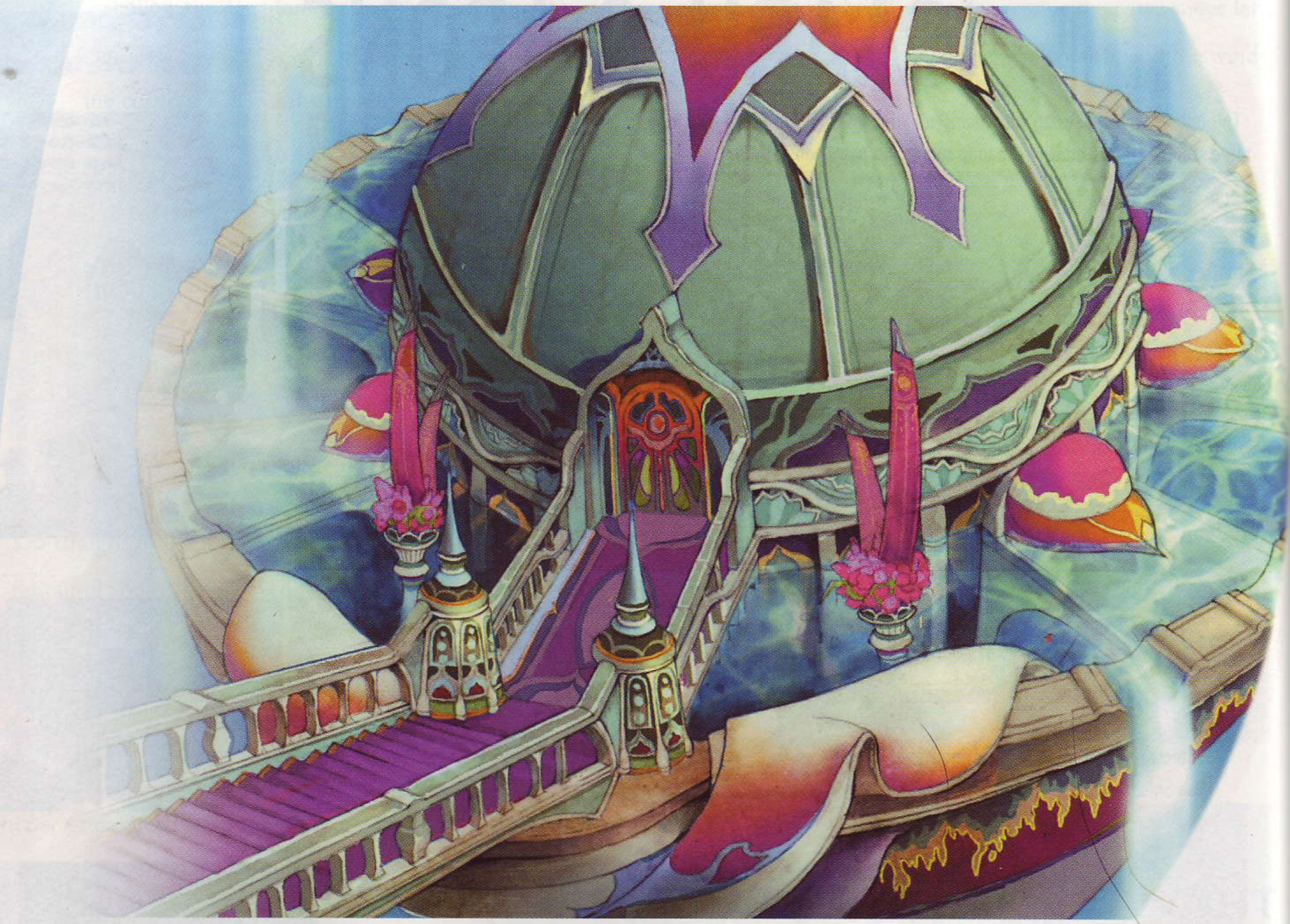
To the right of Tidus's starting position in the underwater channels is a blue chest where the trio can purchase items. Before proceeding, consider customizing one of Tidus's weapons to get the piercing ability. Most of the creatures in this area possess strong armor, and piercing weapons are most effective against them.



Swim forward and around the corner until you see another Save Sphere. Make sure you save your progress before proceeding into the round chamber.



MAPS



BOSS FIGHT

EVRAE ALTANA

HP: 16,384 (2000)
AP: 5800 (8700)
WEAKNESS: Cure magic
STEAL: Water Gem

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

You can use Trigger Commands to strike the locks on the gates behind the characters during each turn. This gives you two ways to fight this zombified version of Evrae. You can strike the locks and run from Evrae. Each time you open a gate, it provides an additional turn in which to use a Soft on a petrified character. Continue doing this through the channels until the party captures Evrae in the final section. In an enclosed area, the boss sustains more damage than in the previous area.



By trapping Evrae in the underwater chamber, however, you'll miss out on some valuable items in the submerged tunnels. Another way to defeat Evrae is to use Phoenix Downs on the boss. Since it is afflicted with Zombie status, two or three Phoenix Downs will kill the boss!

The battle will end near the Save Sphere rather than taking the characters directly to the next scene. Continue swimming through the channels, collecting the **Avenger** and the **Rematch** from the two treasure chests.









THE HIGHBRIDGE





Newly reunited, the party runs into Seymour again. Unwilling to sacrifice Kimahri, Yuna and the others come to his aid.

There are two Save Spheres on the Highbridge, one at each end. This area is an extremely good place to level up. If Yuna can gain enough AP, try to learn the Reflect ability. Try to get each character into Overdrive mode but save the attack for the upcoming boss fight.



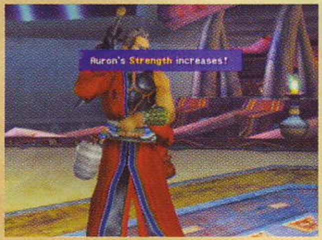
MAPS

SEYMOUR NATUS, MORTIBODY

HP: Seymour: 36,000 (3500), Mortibody: 4,000
AP: 6300 (9450)
WEAKNESS: None
STEAL: Seymour:Tetra Elemental, Mortibody: None

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

Tidus, Yuna, and Auron will all have Trigger Commands that allow them to boost one of their attributes. Start by pounding away at the duo with Overdrives, if they are available. Do not summon aeons, because Seymour will immediately kill them. Instead, use Yuna's abilities to heal and restore life.









If you attack Seymour directly, he will counter by casting one of his multi-spells, or he might eliminate a character with Flare. He can also turn one of your party members to stone. If this occurs, immediately use a Soft on that character.





The prime target in this fight is the Mortibody. When its HP runs dry, it will drain HP from Seymour. However, it also casts Cura on Seymour. You can use this to your advantage by having Yuna cast Reflect on Seymour. Then when the Mortibody tries to heal Seymour, one of your party members will be healed instead. With Reflect in place, keep attacking the Mortibody and eventually it will drain Seymour of all his HP.









THE CALM LANDS

ENEMIES

Enemy	HP	AP	Gil	DROP	STEAL
NEBIROS	700	480	320	Mana Sphere	Poison Fang
SKOLL	1000	480	420	Power Sphere	Dream Powder
SHRED	1950	480	368	Speed Sphere	Hypello Potion
FLAME FLAN	1500	480	448	Mana Sphere	Fire Gem
MECH SCOUTER	2750	480	384	Hi-Potion	Grenade
OGRE	9400	1080	980	Power Sphere	Stamina Spring
COEURL	6000	1300	1100	Mana Sphere	Mana Spring
CHIMERA BRAIN	9800	1200	1000	Ability Sphere	Ice Gem
MALBORO	27,000	2200	1500	Mana Sphere	Remedy
ANACONDAUR	5800	1380	750	Power Sphere	Petrify Grenade
DEFENDER X (boss)	64,000	6600	3500	Lv. 2 Key Sphere	Lunar Curtain
MAGIC URN	999,999	0	0	N/A	N/A
NIDHOGG	2000	810	602	Power Sphere	Hi-Potion
DARK ELEMENT	1800	810	520	Mana Sphere	Shining Thorn
GHOST	9999	1450	750	Mana Sphere	Phoenix Down
DEFENDER	12,000	2700	1300	Power Sphere	Lunar Curtain
VALAHA	8700	1320	720	Ability Sphere	Hi-Potion
EPAAJ	8700	970	950	Ability Sphere	Hi-Potion
IMP	830	770	610	Mana Sphere	Lightning Gem
MECH HUNTER	5500	820	673	Phoenix Down	Al Bhed Potion
THORN	4080	830	530	Mana Sphere	Silence Grenade
YOWIE	900	810	480	Speed Sphere	Soft

ITEMS

Lucid Ring	Lv. 2 Key Sphere (x2)	Fortune Sphere
5000 Gil	Power Sphere (x30)	Flexible Arm
10,000 Gil	Megalixir	MP Sphere
Farplane Wind (x60)	Mega-Potion (x2)	X-Potion (x2)

OBJECTIVES


Find Yuna in the pond.


Strike camp and head west.


Speak to Father Zuke at the trader outpost.


Find Belgemine and accept her challenge.


Meet the owner of the monster arena.


Learn to train wild chocobos.


Race chocobos at Remiem Temple.


Head northwest to confront Defender X.

KEY ITEMS

Jecht's Sphere	Cloudy Mirror
Aeon's Soul	Rusty Sword
Al Bhed Primer vol. XXIII	Al Bhed Primer vol. XXV
Al Bhed Primer vol. XXIV	



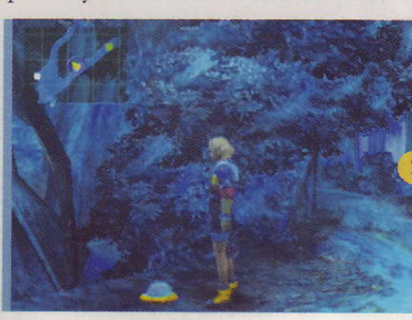
CAMPSITE

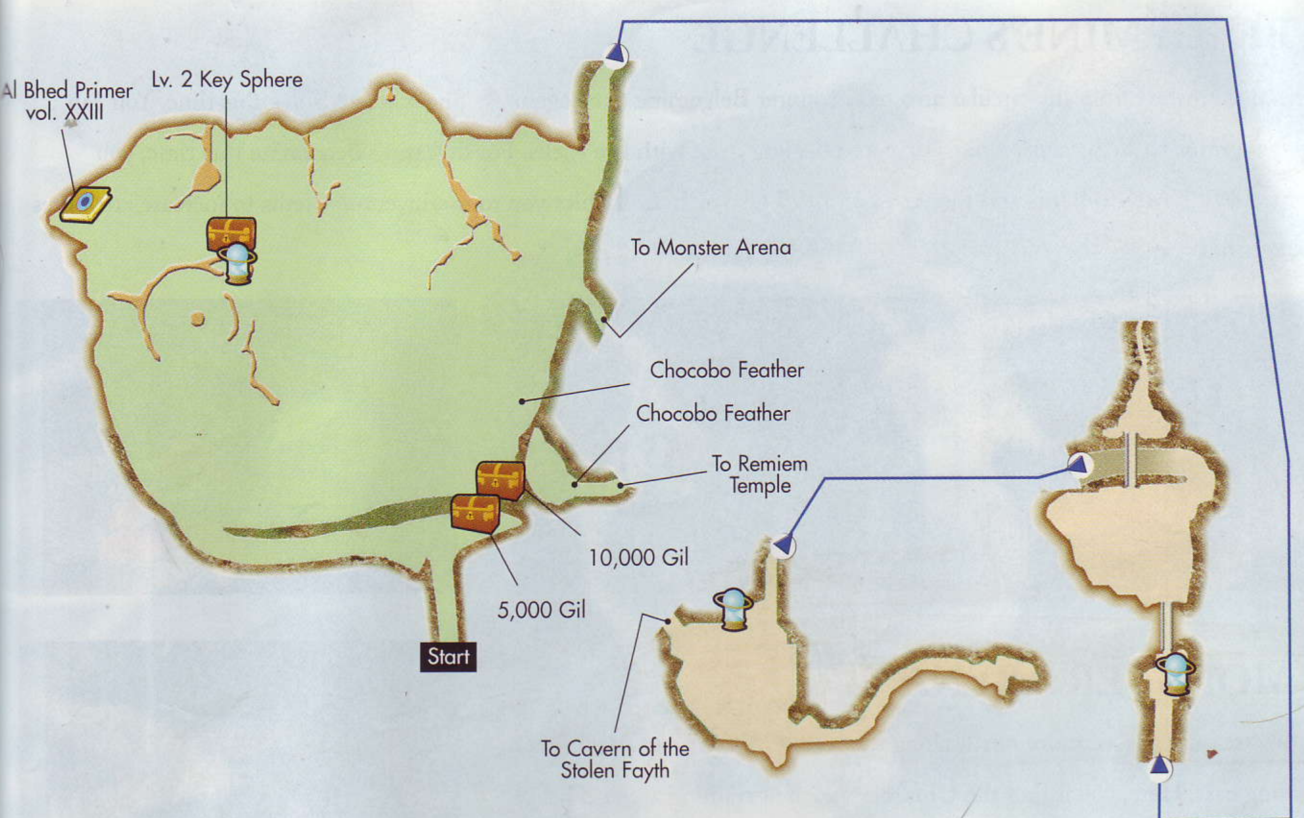
The first part of this section starts in Macalania Woods. After saving your game, head south through the crossroads and go past Kimahri to find Yuna.

In the morning, the group heads south. You should first return to the campsite and get the **Lucid Ring** (1) from a partially hidden treasure chest there. At the crossroads, continue west past a Bevelle sentry to find another **Jecht's Sphere**. (2) After viewing it, return to the crossroads and continue east until the world map appears.



1


2



FEATURES OF THE SOUTHERN CALM LANDS

Upon entering the Calm Lands, head west down the incline and Maechen will give you a brief history of the region if you desire. Upon reaching the base of the valley, you can visit Rin's Travelling Agency and purchase some very handy, but expensive, weapons.



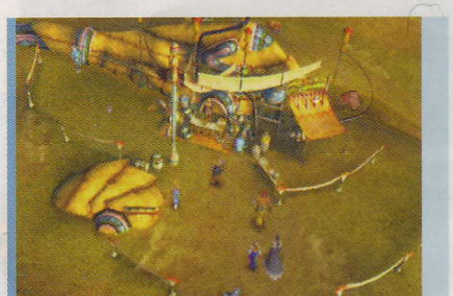




If you follow the base of the incline all the way to the east, you'll find two treasure chests containing **5,000** and **10,000 Gil**, respectively.

THE CENTRAL AREA

There's a large, circular area in the center of the Calm Lands with an Al Bhed trading post and a Save Sphere. Upon entering, the party encounters Father Zuke, a retired summoner. On the far left side of the outpost is an Al Bhed with a message from Cid.







Exit the trading outpost and run around behind it to find this treasure chest containing a **Lv. 2 Key Sphere**.

BELGEMINE'S CHALLENGE

Head southwest from the circular area to encounter Belgemine once again. 3 She will call Shiva this time. You can easily win this battle by summoning Ifrit, and healing itself with fire spells. For defeating Belgemine this time, you receive thirty **Power Spheres** and the **Aeon's Soul**. This key item enables you to use inventory items to increase attributes for your aeons.







THE MONSTER ARENA

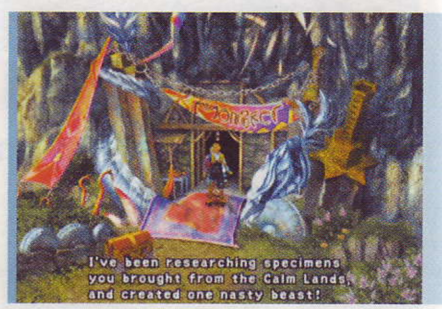


From the two treasure chests, move north along the face of the cliff until you find a passage leading east. Here, you'll find the Crusaders' ancient training arena. The owner needs you to help him capture several escaped fiends. If you agree to help him, he will sell you weapons with the Capture ability. The monster arena is a source of multiple rewards.



To save some Gil, consider purchasing only two of these weapons and customize them for greater potential. If you purchase the Taming Sword for Tidus or the Beastmaster for Auron, customize it with the Piercing ability. If you choose the Catcher ball for Wakka, customize it with a status-inflicting ability like Poison or Darkness.

After collecting all nine monster species, return to the monster arena and speak to the owner. The treasure chest he produces won't open until you get a certain key item later. However, speak to him again and you should receive sixty **Farplane Winds**!



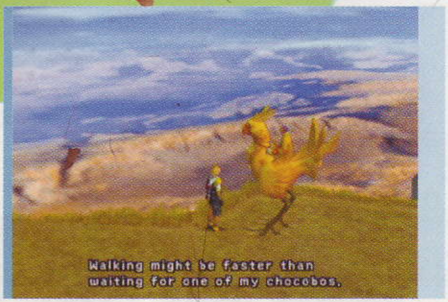
Collect fiends from every area of Spira and take them to the arena. The owner will then combine them to create powerful creatures that can't be found anywhere else. Some of them yield extremely rare prizes, *if* you can defeat them! For additional information, refer to the "Side Quests and Mini-Games" chapter.

THE NORTHERN CALM LANDS

Travel to the extreme northwest corner of the Calm Lands. Carefully search the area to find the **Al Bhed Primer vol. XXIII** near the cliff's edge. 4







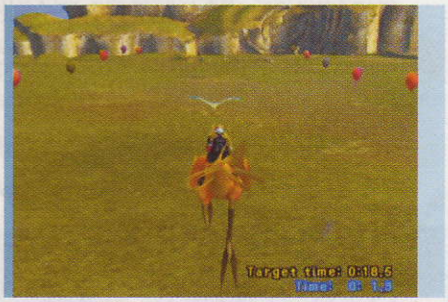
Move directly east along the cliff from the primer's location and speak to the woman riding a chocobo. She can teach you how to ride a chocobo.

CHOCOBO TRAINING

To ride a chocobo across the expansive Calm Lands, you need to train one properly. This involves racing the chocobo from start to finish in under 12.8 seconds. Since the chocobo is wild and tries to steer off the path, it's somewhat difficult to manage this. However, if you can meet the required time limit, you receive a prize and permission to ride a chocobo across the Calm Lands. Afterward, you will receive additional prizes whenever you manage to beat your best time.







Here is a rundown of prizes you receive in each game:

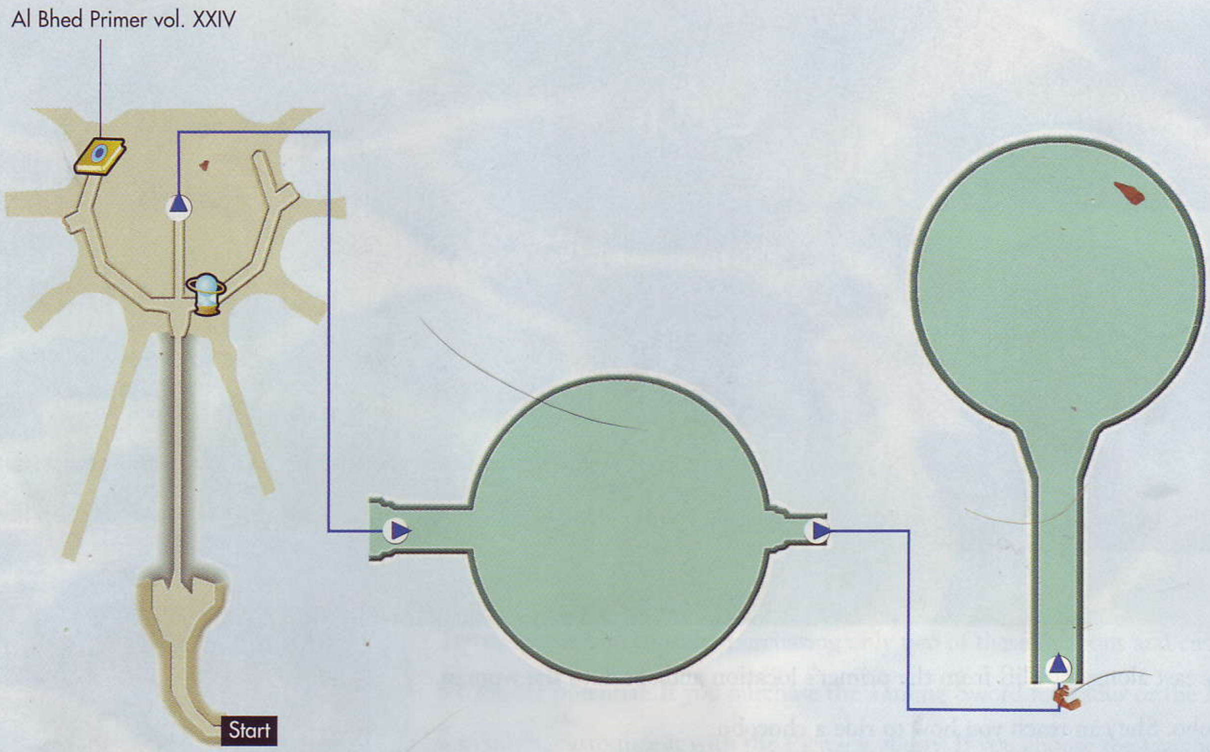
Note that if you get a perfect time of 0:0.0 in the fourth game, you receive the **Sun Sigil**.

Game	Initial Prize	Additional Prize
Wobbly chocobo	Elixir	X-Potion
Dodger chocobo	Lv. 1 Key Sphere	Mega-Potion
Hyper dodger chocobo	Lv. 2 Key Sphere	Ether
Catcher chocobo	Lv. 3 Key Sphere	Turbo Ether

REMIEM TEMPLE

You can reach Remiem Temple with the help of a chocobo. Ride back to the south entrance of the Calm Lands, and head east to the cliff above the two treasure chests. While still on the chocobo, examine the chocobo feather on the ground to make the chocobo leap into a new area of the Calm Lands. After dismounting the bird, run up the path to Remiem Temple.





On the far left side is a sphere that explains how to race chocobos around Remiem Temple. Just above the sphere is the **Al Bhed Primer vol. XXIV.** 5 If you want to race, go to the chocobo on the right side of the temple and hop on its back. The rules of the race will then be explained.

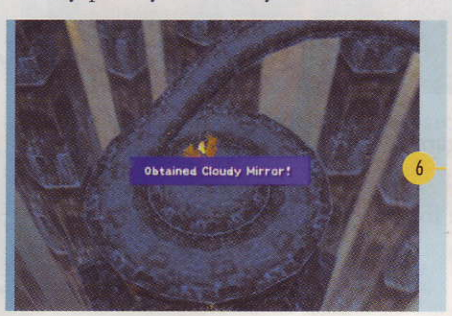


5



During the first race, don't worry about opening any treasure chests or using the shortcuts. Just race down the ramps in a spiral pattern; it doesn't matter how many poles you hit. If you can reach the center platform before the champion chocobo, you will receive the **Cloudy Mirror**. 6 This item will enable you to get all of the characters' legendary weapons! For more information, refer to the "Secrets" chapter.





6

Inside Remiem Temple, Belgemine waits to challenge Yuna. After gaining all of the aeons, including the secret ones, return here and challenge each one of them. If you can defeat all of the aeons in the game, then the doorway at the back will open and you'll receive the **Moon Sigil**. More information is available in the "Secrets" chapter.



LEAVING THE CALM LANDS

When you're ready to leave the Calm Lands, exit through the northeast canyon and use the Save Sphere on the right. The party then meets up with Seymour's minions.



BOSS FIGHT

DEFENDER X

HP:	64,000 (4060)
AP:	6660 (9900)
WEAKNESS:	None
STEAL:	Lunar Curtain

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

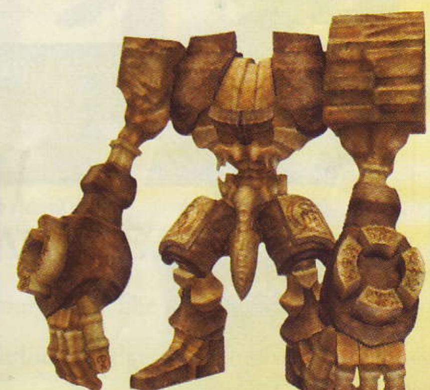
This massive creature has no inherent weaknesses. Start with a party of Yuna, Tidus and Auron, and cast Haste using Tidus. Then using Auron, pummel Defender X with Armor Break and Mental Break. Keep Tidus in the party to cast Haste on new party members, and bring in Lulu once Auron's job is done.

While Demi and Bio are ineffective, spells like Waterga work wonders. Yuna should cast Protect and Cura on everyone as needed. If her Overdrive Healer is available, she will be able to Grand Summon in no time. Avoid summoning unless the aeon or Yuna is already in Overdrive, because Defender X will make short work of them. The only real challenge to this battle is keeping everyone healthy. Armor Break and Darkness are the keys to success.

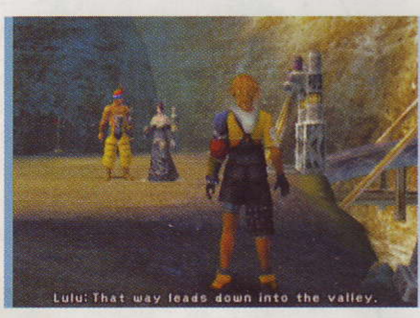




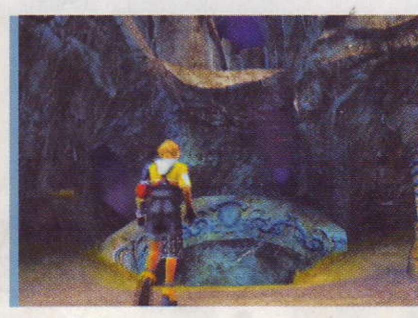




After the battle, move to the right side of the bridge. There is a sharp descent that leads down into the gorge. The Cavern of the Stolen Fayth is the area where you can fight and acquire the secret aeon Yojimbo. It is also where you can find the **Rusty Sword**, 7 which is needed to acquire Auron's legendary weapon. More on both of these subjects is described in the "Secrets" chapter. The items you will find in the cavern are included in the items list at the beginning of this section, as well as the enemies you will encounter.







MT. GAGAZET

ENEMIES

Enemy	HP	AP	Gil	Drop	Steal
BIRAN (boss)	Varies	4500	1500	Return Sphere	Lv. 3 Key Sphere
YENKE (boss)	Varies	4500	1500	Return Sphere	Lv. 3 Key Sphere
GRAT	4000	980	520	Mana Sphere	Antidote
BASHURA	17,000	1860	730	Power Sphere	Soul Spring
GRENADE	7500	1350	540	Power Sphere	Fire Gem
IMP	880	770	610	Mana Sphere	Lightning Gem
BANDERSNATCH	1800	820	880	Power Sphere	Dream Powder
NIDHOGG	2000	810	602	Power Sphere	Hi-Potion
MECH LEADER	3700	830	530	Hi-Potion	Grenade
MECH DEFENDER	8700	950	880	Phoenix Down	Al Bhed Potion
SEYMOUR FLUX (boss)	80,000	24,000	12,000	Lv. 3 Key Sphere	Shining Gem
MORTIORCHIS	4000	0	0	N/A	N/A
MANDRAGORA	31,000	6230	1200	Mana Sphere	Remedy
DARK FLAN	12,800	3750	1080	Mana Sphere	Star Curtain
BEHEMOTH	23,000	6540	1350	Power Sphere	Ether
MAELSPIKE	10,000	600	330	Mana Sphere	Water Gem
ACHELOUS	5100	730	420	Power Sphere	Water Gem
SPLASHER	200	140	100	Power Sphere	Grenade
GRENDEL	9500	2600	730	Ability Sphere	Hi-Potion
AHRIMAN	2800	2200	650	Ability Sphere	Musk
SANCTUARY KEEPER (boss)	40,000	11,000	6500	Return Sphere	Turbo Ether

ITEMS

- 20,000 Gil
- Mega-Potion (x2)
- Defending Bracer
- HP Sphere
- Lv. 4 Key Sphere
- Lv. 1 Key Sphere
- Fortune Sphere
- Return Sphere
- Recovery Ring
- Star Armguard

KEY ITEMS

- Braska's Sphere

OBJECTIVES


Gain permission to climb Mt. Gagazet.


Settle Kimahri's differences with Biran and Yenke.


Survive Seymour's insanity.

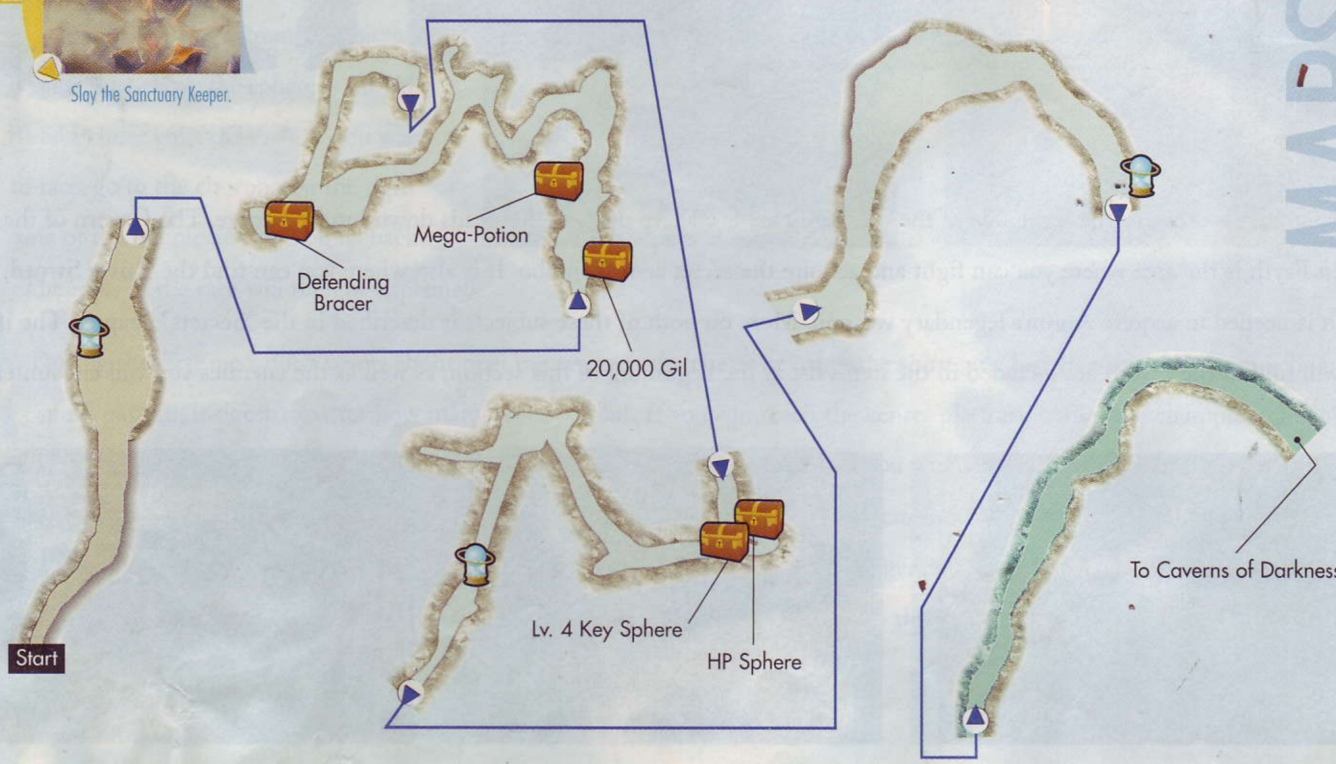

Connect with the fayth.


Swim the channels in the cave.


Unlock the secrets of Gagazet.

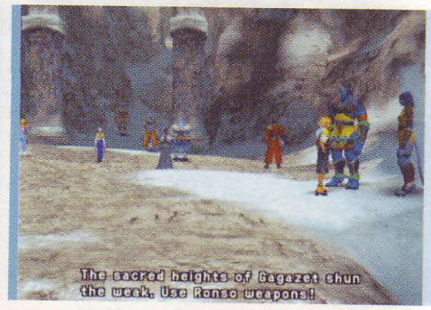

Slay the Sanctuary Keeper.

MAPS



THE RONSO HOMELAND

After Yuna gains the permission of Kelk, speak to the other Ronso in the area and save your game. The taller Ronso on the right side sells items and weapons. If you're low on Hi-Potions and Holy Waters, you should stock up immediately.



BOSS FIGHT

BIRAN, YENKE

HP: Biran: Varies (2500), Yenke: Varies (2500)
AP: Biran: 4500 (6750), Yenke: 4500 (6750)
WEAKNESS: None
STEAL: Lv. 3 Key Sphere (Biran)

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

The Ronso challenge Kimahri's skills in an intense, two-on-one battle. Try to get Kimahri to learn as many abilities as possible from Biran and Yenke. When you see Biran or Yenke perform a technique, use Lancet to learn it from them.

If Kimahri hasn't acquired Fire Breath, Aqua Breath, Thrust Kick, Mighty Guard, Doom, Stone Breath, Self-Destruct or White Wind, he should be able to do so now. When one of the Ronso falls, the other will go berserk and inflict twice as much damage as before. If Kimahri hits Overdrive, use Mighty Guard. Only use Aqua Breath if the two Ronso are standing close together, and use Fire Breath if they surround Kimahri. Also note that you can steal some Lv. 3 Key Spheres from either Ronso.













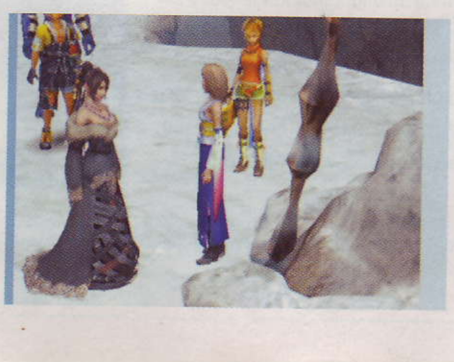
THE CHALLENGE OF GAGAZET

After the fight, return to the gateway and save your game. The road ahead is fraught with peril and few Save Spheres. In the area with lots of ledges on either side, hop onto the top ledge to the right to find a hidden treasure chest containing **20,000 Gil**. 1 Then continue up the left side of the path until you find two **Mega-Potions**. 2

As you proceed up Mt. Gagazet, you'll encounter graves of fallen summoners and guardians. Continue up the zigzagging path, until you find a short and narrow path heading north around a large rock. At the end of this path is **Braska's Sphere**. 3 If this is the third sphere you've obtained, Auron will learn a new Overdrive.

COMBAT ON MT. GAGAZET

From this point on, enemies become extremely powerful. The Threaten ability works great against Bashuras and other large enemies. Also, continue to capture enemies as you climb Mt. Gagazet. Try to capture at least one of each kind.









Continue up the path until you reach a "T"-intersection. Keep going straight to find a **Defending Bracer**, which is fantastic armor for Auron. Then return to the intersection and head north. Around the next corner, you meet O'aka's brother, Wantz.

From Wantz's location, descend the slope. When it rises again, look for a small spot under the path to find two treasure chests. Open these for an **HP Sphere** and a **Lv. 4 Key Sphere**. Head east from here and then north to another grim landmark.



BATTLE PREPARATION

After passing the next Save Sphere, you will engage in one of the toughest battles yet. To prepare, fight until Yuna and all of her aeons are in Overdrive mode, as well as all the other party members. Start the battle with Tidus, Yuna, and Kimahri.

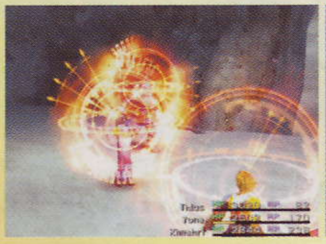
SEYMOUR FLUX, MORTIORCHIS

HP: Seymour: 70,000 (3500); Mortiorchis: 4000
AP: Seymour: 10,000 (15,000)
WEAKNESS: None
STEAL: Elixer

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Seymour provides a much tougher challenge this time around. Tidus, Yuna, and Kimahri all have the Trigger Command option of talking to Seymour and raising their Strength or Magic Defense.

Use Tidus to cast Hastega, and have Yuna use her Protect spell on everyone. Seymour will occasionally cast Dispel on the whole group, thus nullifying your hard work!







Seymour's Cross Cleave attack can deplete over 2500 HP from each party member! However, those covered with the Protect spell will only take half the damage. Seymour concentrates on a pattern of eliminating characters individually. He will use Lance of Atrophy to inflict zombie on a character. On his next turn, he will cast Full-Life to deplete the character's HP. You only have one turn between both of Seymour's attacks, so use it to administer a Holy Water to the afflicted character. Also, try to Silence Seymour so he can't cast any spells, and don't forget to use Bio.







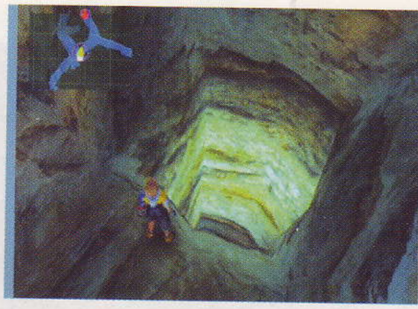
When the Mortiorchis begins to charge up the Total Annihilation attack, it will perform it in two or three turns. One of your characters needs to perform an attack that will reduce all of Mortiorchis's HP. This causes the chariot to siphon more life from Seymour and delays the attack somewhat. It's best to bring in Auron and Lulu at this stage of the fight. Seymour also starts using Flare spells, so cast Shell and Protect on your party members. After surviving the Total Annihilation attack, quickly use a Mega-Potion to recover. This is when you can start summoning your aeons to help finish off Seymour. Each aeon will only get in one shot, so make sure it's in Overdrive mode!

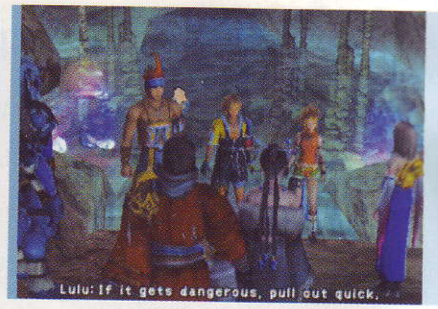




Even with all these pointers, there is still a certain element of luck to surviving this battle. Make sure your characters are all adequately protected between each of Seymour's turns.

CAVERNS OF DARKNESS





After a quick nap near the fayth cluster, continue up the mountain into the caves. A strange hole next to the Save Sphere prevents you from continuing north. Go through the cavern to the west until the party reaches an underwater area. Tidus, Wakka, and Rikku will continue onward without the others.

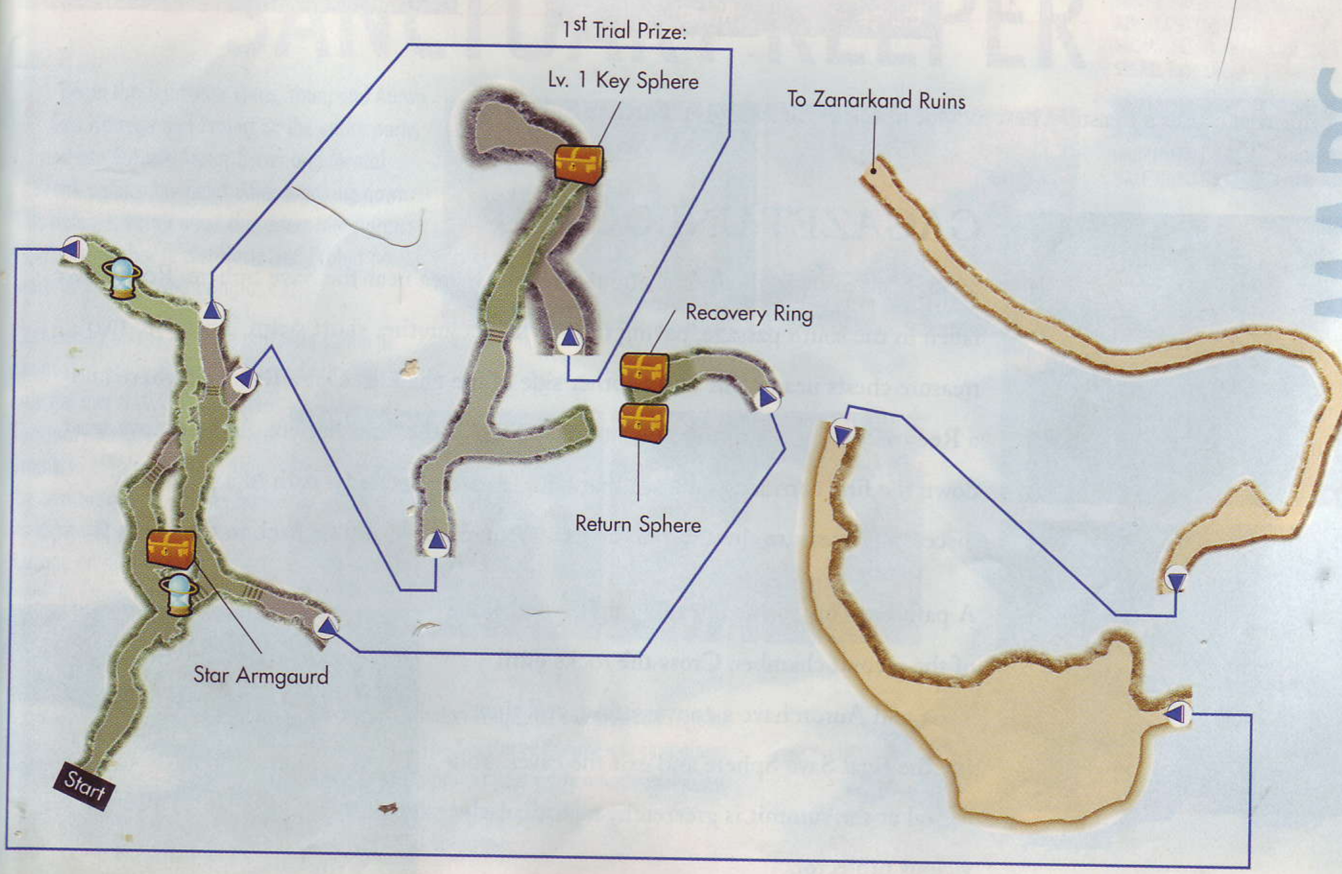


COMBAT IN THE CAVERNS

It takes some smart tactics to take down these tough new enemies! After using Armor Break on a Dark Flan, any character should be able to damage it effectively.

Behemoths are resistant to most status effects, so use all of Auron's Break abilities and cast Haste and Protect on the party. Bio also works well.

The Mandragora will inflict multiple status effects with its Ochu Dance. Use Sleep Buster against it, and then deplete its HP with Demi and Firaga. Bio works well here, too.

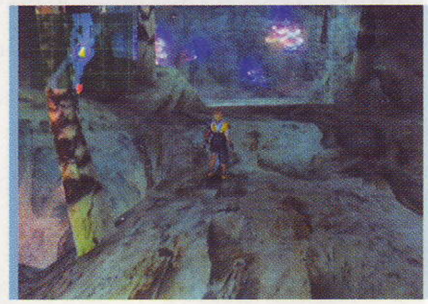


THE FIRST TRIAL OF GAGAZET



As the opening in the shield rotates, press ⓧ to throw the ball through the shield and hit the glowing orb in the middle. Simply watch the speed and timing of the rotating shield, and you should have no trouble hitting it. A treasure chest appears in front of the shield containing a **Lv. 1 Key Sphere**.

NEW PATHS OPEN



Return through the water to the area with the Save Sphere. The massive hole has been replaced with a stairway, so ascend the steps and move north to the next watery area. The trio will split off again to swim ahead.

BOSS PREP

From this point through the remainder of the game, you should prepare for the upcoming boss fights by summoning all of Yuna's aeons during random battles in hopes of having them reach Overdrive mode. Don't waste the Overdrive attack on a regular enemy, but instead save it for the tough bosses to come.

THE SECOND TRIAL OF GAGAZET



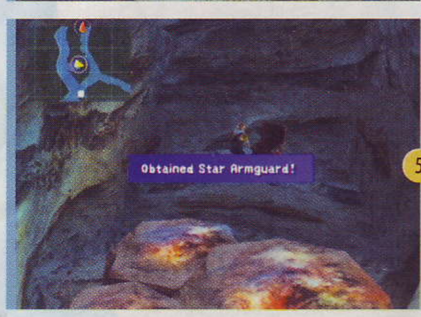
Swim to the end of the second channel to find a set of three lights. You need to guide each character into one of the colored lights. The colors correspond to each character's color on the Sphere Grid. They are:

Color	Character
Green	Rikku
Blue	Tidus
Orange	Wakka

Passing this trial causes a treasure chest to appear. Inside the chest is a **Fortune Sphere**.



4



5

GAGAZET UNLOCKED

Swim back through the tunnel and return to the area near the Save Sphere. Rocks have fallen in the south passage, paving the way to yet another short swim. There are two treasure chests near a cliff on the other side of the channel. Get a **Return Sphere** and a **Recovery Ring** (4) from the chests and return to the Save Sphere. As you move west down the first corridor, you'll see that boulders have created a path to a previously inaccessible treasure chest. Grab the **Star Armguard** (5) and go back to the north passage.

A path has now formed heading up the left side of the second chamber. Cross the rocks until Yuna and Auron have a conversation, and then use the final Save Sphere and exit the caves. Your arrival at the summit is greeted by a particularly vicious protector.





SANCTUARY KEEPER

HP: 40,000 (6400)
AP: 11,000 (16,500)
WEAKNESS: None
STEAL: Turbo Ether

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Begin this fight with Tidus, Yuna, and Auron. Cast Hastega and Protect on the entire party, and use Auron's Armor Break and Mental Break against the fiend. After breaking down its defense, switch other characters into Auron's spot. Remember to cast Haste and Protect on each new fighter you bring in.





Cast Reflect on the creature and then summon aeons that are in Overdrive mode. Each aeon will only get one shot, and then the Sanctuary Keeper will use Mana Breath to eliminate them. After the Sanctuary Keeper loses half its HP, it will attempt to cast Curaga on itself. With a Reflect spell in place, one of your party members will reap the rewards from the spell instead of the monster.





This boss has an attack pattern. It starts with Photon Wings, followed by two regular attacks, Mana Breath, and then two Curagas. The Sanctuary Keeper will sometimes counter with Tail Sweep too. It's important to protect your party members against the status effects of the Photon Wings attack, so equip your characters to protect against Sleep, Silence, Darkness, and Confusion.



ZANARKAND RUINS

ENEMIES

Enemy	HP	AP	Gil	DROP	STEAL
MANDRAGORA	31,000	6230	1200	Mana Sphere	Remedy
DARK FLAN	12,800	3750	1080	Mana Sphere	Star Curtain
BEHEMOTH	23,000	6540	1350	Power Sphere	Ether
BASHURA	17,000	1860	730	Power Sphere	Soul Spring
AHRIMAN	2800	2200	650	Ability Sphere	Dream Powder
GRENDEL	9500	2600	730	Ability Sphere	Hi-Potion
DEFENDER Z	42,300	6000	2400	Lv. 2 Key Sphere	Lunar Curtain
YKT-11	6200	3200	1080	Hi-Potion	Holy Water
YAT-97	3700	3200	1080	Phoenix Down	Holy Water
FALLEN MONK	3300	1200	540	Ability Sphere	Candle of Life
SPECTRAL KEEPER (boss)	52,000	12,000	7000	Lv. 4 Key Sphere	Ether
LADY YUNALESCA (boss)	60,000	14,000	9000	Lv. 3 Key Sphere	Mega-Potion

ITEMS

- Fortune Sphere
- Spiritual Targe
- 10,000 Gil
- Friend Sphere
- Lv. 3 Key Sphere
- Luck Sphere

KEY ITEMS

- Sun Crest

OBJECTIVES


Descend the slopes.


Gather items on your way to the dome.


Unlock the trials of Zanarkand.


Learn of the choosing.


Confront Lady Yunalesca.

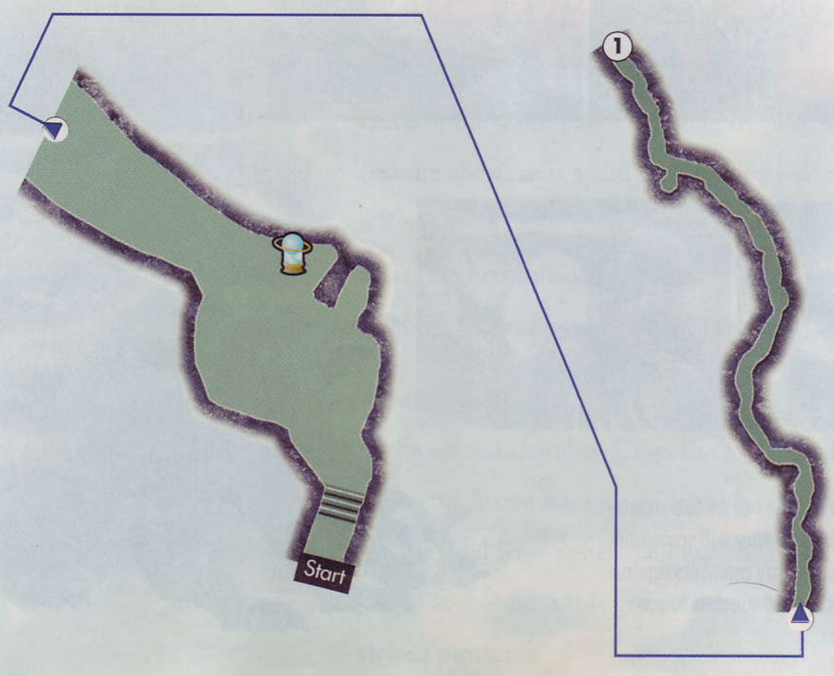
ZANARKAND RUINS

FIENDS AMONG THE FAYTH

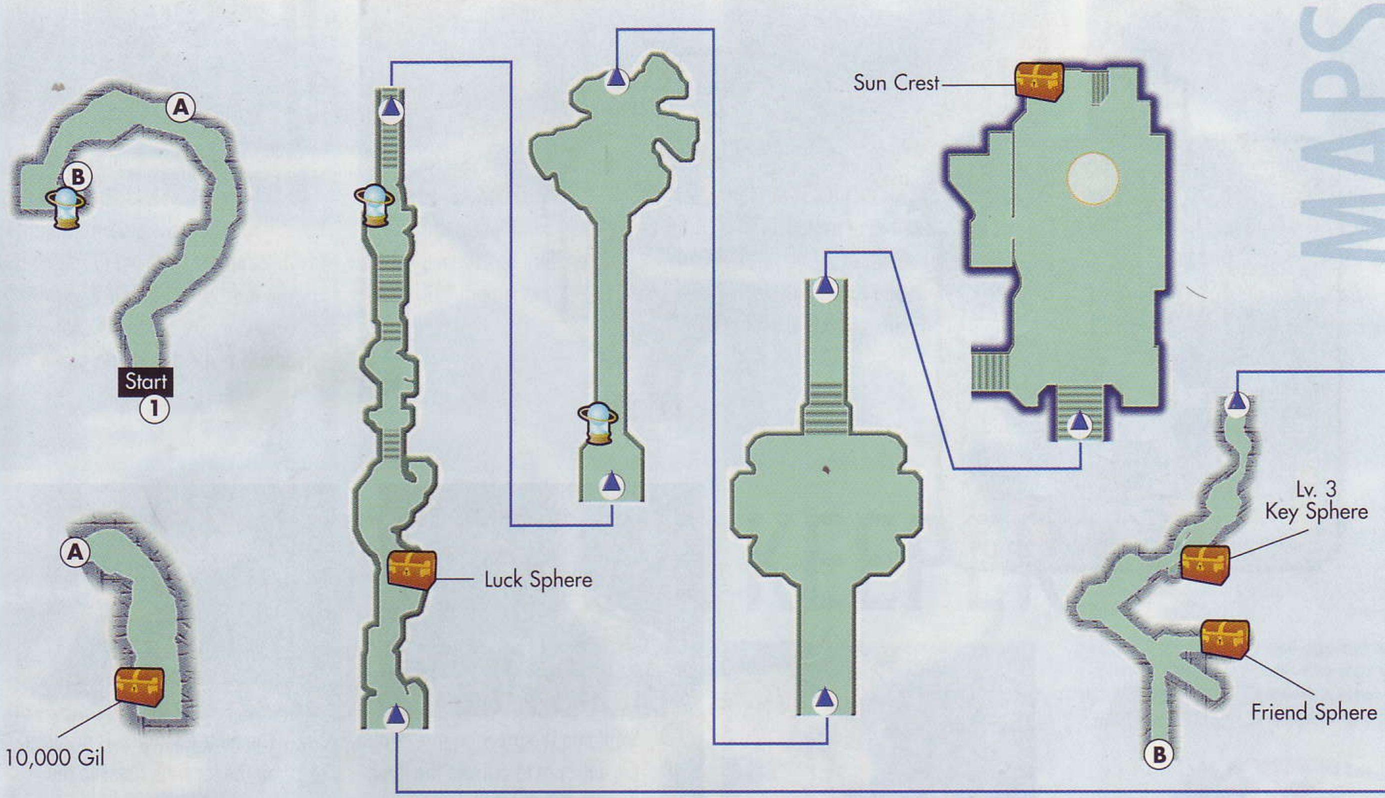
Navigating the Zanarkand Ruins is rather simple. Until you reach the dome, you will encounter fiends from Mt. Gagazet. Inside the dome, the fiends are much stronger. Use Armor Break and Mental Break against Defender Z. If you encounter a Fallen Monk, use a Phoenix Down to instantly kill him. Also, try to eliminate YKT-11s before all other enemies, or they'll eject individual party members from battle with their Thrust Kick!







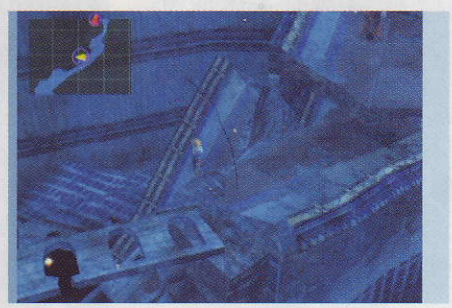
MAPS



When the roads seem stacked on top of each other, search for a path up to a treasure chest on the upper level and claim **10,000 Gil**. Eventually, you will come upon a ghostly image of Seymour as a child. When the ghosts fade, search the eastern platform of the intersection for a **Friend Sphere**.



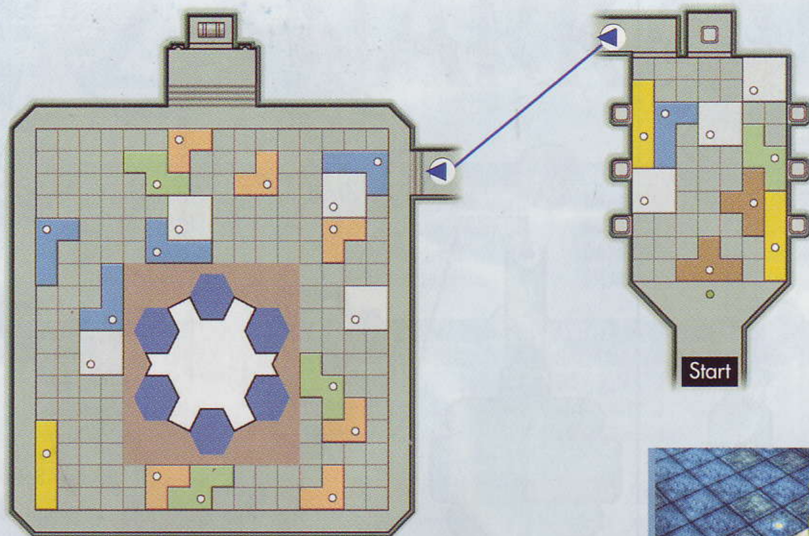




When crossing the debris, look for a path leading down to a **Lv. 3 Key Sphere.**

ZANARKAND DOME—CLOISTER OF TRIALS

Follow the ghosts into the temple. Don't miss the **Luck Sphere** amid the debris on the right side, and save your game before entering. The trial of Zanarkand is the simplest but most time-consuming one yet. You cannot obtain the secret item in this area until later in the game. Check the "Secrets" chapter for more information. Your only reward for now is an extremely dangerous boss!





1. Step onto the green square near the entrance to activate the floor puzzle.



2. The puzzle solution is displayed on the far wall. Refer to the screenshot to determine where to step.



3. Step on the correct white floor switch to activate each puzzle piece. Triggering an incorrect floor switch causes the puzzle to reset.



4. After you activate all of the proper floor designs, the door to the next chamber opens. Six pedestals then slide into the room, three on each side.



5. Push the northwest pedestal and a new puzzle solution is displayed. Enter the next room.



6. Go to the screen display and press ✕ to make all the solutions appear. Step on the floor switches to activate all the pieces shown in this screenshot. If you step on a piece that is not shown, the puzzle will reset. If you forget where the proper floor designs are, check the screen display again.



7. After you complete the puzzle, a symbol appears around the central chasm.



8. This is the solution for the southwest pedestal puzzle.



9. This is the solution for the northeast pedestal puzzle.



10. This is the solution for the southeast pedestal puzzle.



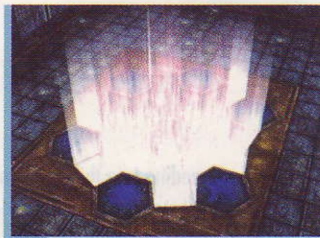
11. After completing all four puzzles in the larger chamber, take the **Kilika Sphere** from the left side of the screen display and return to the first chamber.



12. Insert the Kilika Sphere into the pedestal on the west side of the first chamber.



13. Return to the larger chamber and take the **Besaid Sphere**. Insert this into the final pedestal in the first chamber.



14. This causes the giant chasm to glow. Also, a new Save Sphere appears in the first chamber. Save your game and prepare to fight a boss.

BOSS SPECTRAL KEEPER

HP: 52,000 (8000)
AP: 12,000 (18,000)
WEAKNESS: None
STEAL: Ether, Turbo Ether

WEAKNESS	x 1.5				
ABSORPTION	+				
IMMUNITY	/				
HALF DAMAGE	1/2				

The challenge in this fight is avoiding the Spectral Keeper's counterattack after your initial attack. It's important to position most of your party out of harm's way before attacking the boss. Start with a party of Tidus, Yuna, and Auron. Equip everyone with armor bearing Berserk Ward or Berserkproof if available.





Cast Hastega immediately so the characters can move out of the way before the boss finds them again. Move two characters to circles behind the Spectral Keeper, and leave the character with the highest HP out in front to keep the monster distracted. Otherwise, it will turn to attack the entire party. Have Yuna cast Protect on the frontline person, then let that person attack. The boss will then counterattack, striking the three circles in front of it. It might also use its Berserk Tail attack, berserking the target.









Glyph mines will form on the surface of the circles, and their explosions mean certain death. Check the CTB Window to determine when each mine will explode. Use the trigger command Move to escape the explosion.



Since aeons can't escape glyph mines, they die quickly. If they are summoned, they'll only have time for one Overdrive. So, summon at your own risk.

THE FIRST LADY OF YEVON

Follow the party into the bowels of the temple. After meeting Lady Yunalesca, record your game at the Save Sphere near the elevator. It's time for another battle, this time in three stages!

RECHARGE YOUR OVERDRIVES!

If you used your characters' Overdrives in the last boss fight, you should consider returning to the dome area. Fight some fiends until you refill your characters' Overdrive gauges.

BOSS FIGHT

YUNALESCA

HP: 1st form: 24,000, Evo. 1: 48,000, Evo. 2: 60,000 (10,000)
AP: 14,000 (21,000)
WEAKNESS: None
STEAL: Stamina Tablet, Farplane Wind

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Before proceeding into this fight, you need to equip your party members with armor that will protect against status effects. In particular, status effects like Death, Zombie, Darkness, Silence, and Sleep.

Yunalesca's first form is easy to defeat, so don't use any Overdrives yet. Yunalesca responds to each physical attack by inflicting Darkness, and each spell cast on her is met with Silence. She also responds to Special techniques, such as Steal, with Sleep.





In her second form, Yunalesca unleashes a new attack, Hellbiter. This attack inflicts zombie status on your characters, so quickly use a Holy Water or Remedy. Yunalesca will then cast healing magic on characters to damage them, so if you remove the zombie effect quickly enough, you can benefit from this. Make sure that Haste is in effect on the entire party.

It's important to keep a balance between having characters with the zombie effect while some remain normal. Another way to handle the status effects is to switch out party members whenever the need arises.









When the true face of Yunalesca is revealed, cast Haste and Protect on the entire party. Also, do not remove the zombie effect from the party. Any character who is not afflicted with zombie will be killed instantly when Yunalesca performs her Mega-Death attack.

If a character is hit with Regen, use Yuna's Dispel to remove the constant healing effect without negating the Zombie effect. Also, bring in some of your strongest aeons and perform their Overdrives.



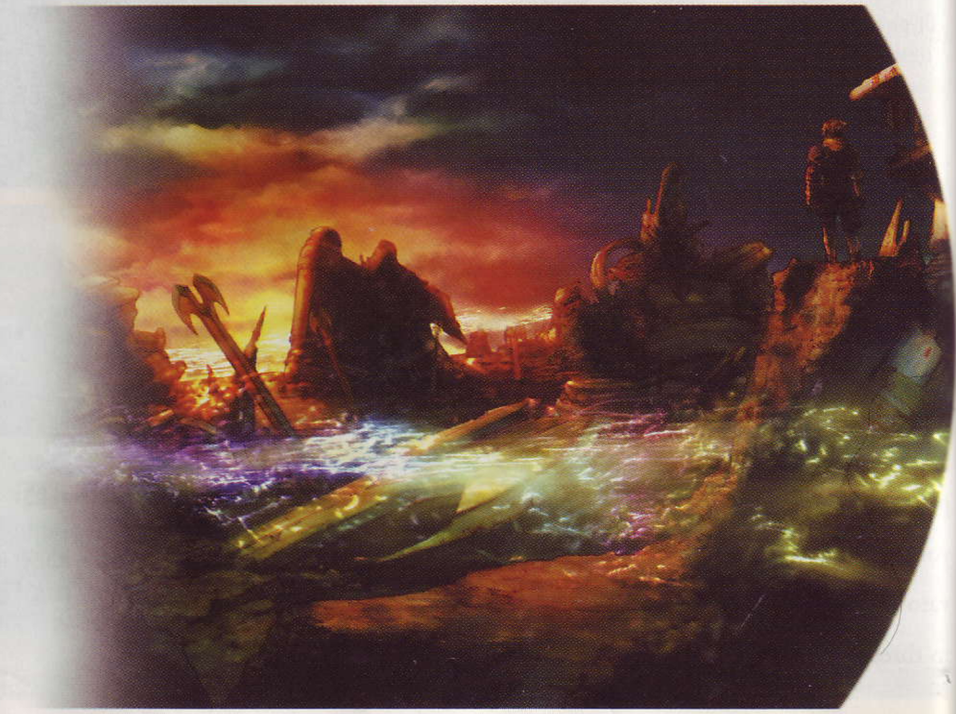




FATE IS SEALED

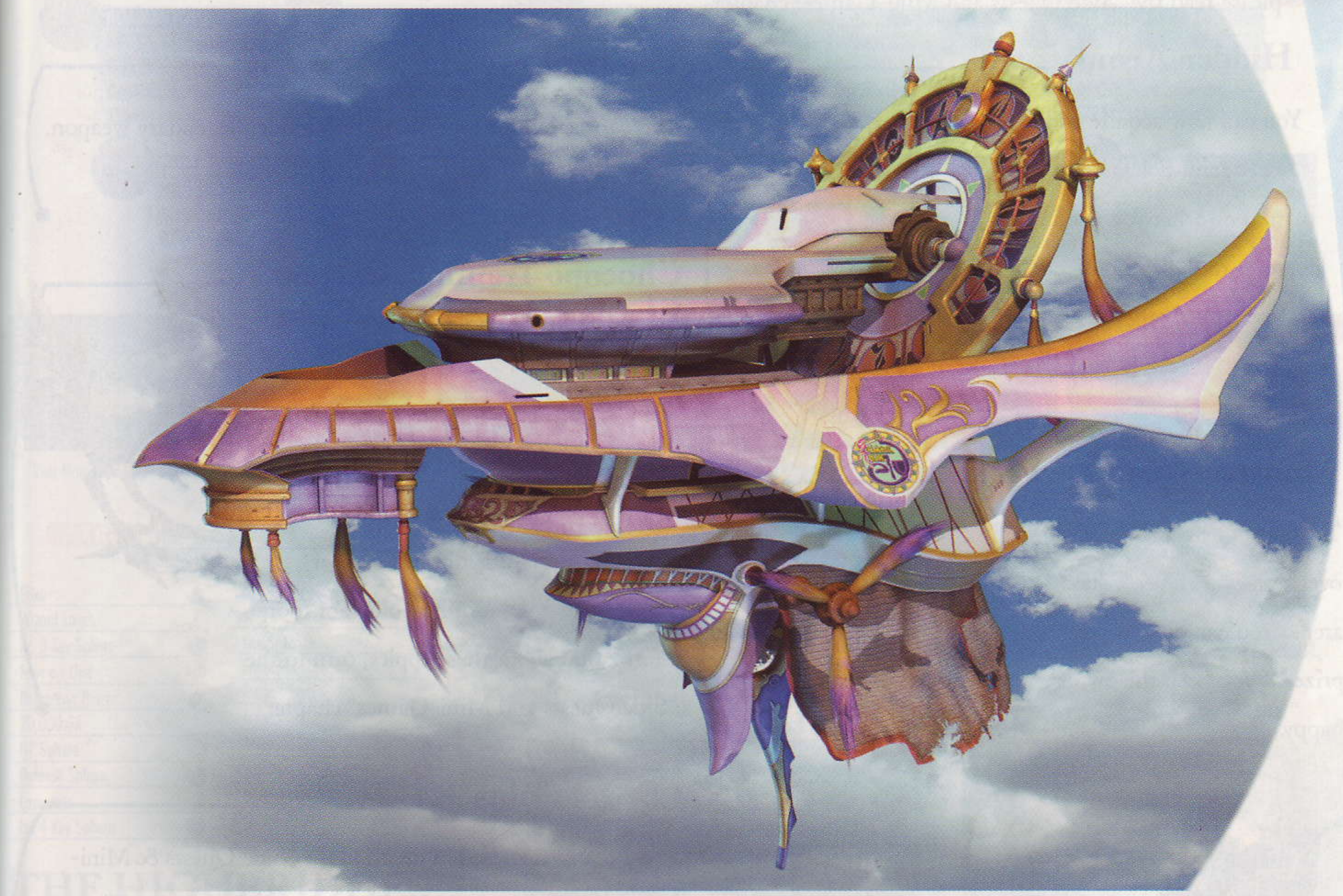
Search the battleground for the **Sun Crest**, and then ride the elevator back to the surface and exit the dome. Walk around outside until Cid arrives in the airship.





AIRSHIP

AIRSHIP



When Yuna leaves the bridge, follow her up to the cabin upstairs and speak with her. After Kimahri makes a suggestion, return to the bridge. Now you have command of the airship. Talk to Cid, and you can go anywhere in Spira by just pointing to it on the world map.





FUNCTIONS OF THE WORLD MAP

The "List" option displays the places the party has visited, and includes a new one—the Highbridge. Since the party has decided to visit Maester Mika, the Highbridge of Bevelle is highlighted as your next destination.

The "Input" option allows you to enter the answers to three Al Bhed riddles from different locations of Spira. Refer to the "Secrets" chapter to discover the three passwords decoded.

The "Search" option enables you to move the cursor across the map and search for hidden locations. Also, you may have noticed areas or treasure chests that you couldn't reach no matter how hard you tried. This is how you find them! Check the "Secrets" chapter for exact coordinates.

SIDE QUEST TIME!

Before rushing off to fight Sin, your characters may need a little more seasoning. It will be easier to reach the end of the game if you visit a few extra places off the beaten path. For the complete rundown of all the side quests and mini-games, please read the "Side Quests and Mini-Games" chapter.

Hidden Aeons

You can now acquire additional aeons. For more information on what you need to do, refer to the "Secrets" chapter. It reveals all the information required to access every hidden aeon in the game!



Monster Arena Revisited

Try collecting fiends from all over Spira for the monster arena. You can obtain some nice prizes if you keep the owner happy.



Hidden Legendary Weapons

You can search for each character's hidden legendary weapon. You can learn more information in the "Secrets" chapter.

Chocobo Training, Cactuar Chasing, & Thunder Plains Revisited



You can do some more chocobo training in the Calm Lands, and you can also return to Sanubia Desert to chase some Cactuars. Or, return to the Thunder Plains to dodge lightning bolts. For more information about these topics, turn to the "Side Quests and Mini-Games" chapter.

Omega Ruins

Another topic covered in depth in the "Side Quests & Mini-Games" chapter is the hidden dungeon, Omega Ruins. There is no better training ground for your characters, but there is also no place more dangerous. Omega Ruins is also the home of one of the most powerful bosses in the game.

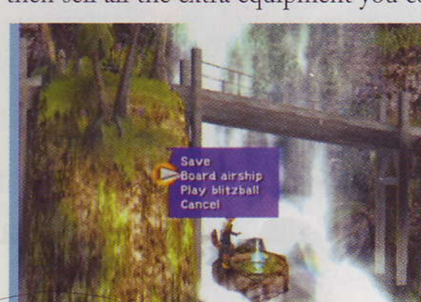


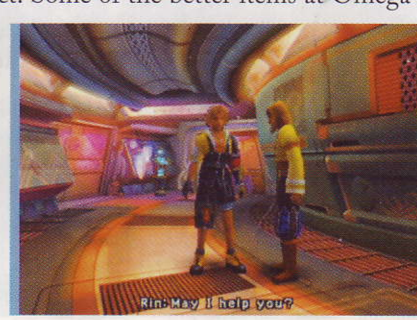
AURON'S OVERDRIVES

Remember that the spheres Auron needs to acquire his Overdrives are now scattered across Spira. The locations are listed in the characters chapter titled "A Summoner and Her Guardians."

BACK TO THE SHIP!

If things get too rough, you can use any Save Sphere to return to the bridge of Cid's airship. A way to make additional Gil is to visit Omega Ruins a bunch of times and then sell all the extra equipment you collect. Some of the better items at Omega will sell for 10,000 to 20,000 Gil each!





SIN

ENEMIES

Enemy	HP	AP	Gil	DROP	STEAL
ADAMANTOISE	54,400	12,500	2200	Power Sphere	Healing Water
AHRIMAN	2800	2200	650	Ability Sphere	Musk
BEHEMOTH KING	67,500	16,800	1850	Power Sphere	Healing Water
EXORAY	7400	2400	840	Mana Sphere	Silence Grenade
GEMINI	36,000	7800	1111	Power Sphere	Light Curtain
BARBATOS	95,000	17,500	1550	Power Sphere	Star Curtain
DEMONOLITH	45,000	11,000	1470	Mana Sphere	Petrify Grenade
GREAT MALBORO	64,000	21,000	1900	Mana Sphere	Remedy
WRAITH	22,222	3100	1070	Mana Sphere	Farplane Shadow
LAND WORM	80,000	22,000	2200	Power Sphere	Stamina Spring

OBJECTIVES


Visit Maester Mika at Bevelle.


Sever the Left Fin.


Sever the Right Fin.


Defeat Sin before it destroys the airship!


Destroy the final sinspawn and open Sin's door.


Cross the Sea of Sorrow.


Settle the score with Seymour.


Travel to the Tower of the Dead.


Free Braska's final aeon.


Dispatch the aeons forever.

KEY ITEMS
- Phantom Ring
- Special Sphere

Elixir	Prism Ball
Wizard Lance	Skill Sphere
Lv. 3 Key Sphere	Knight Lance
Four-on-One	Stillblade
Defending Bracer	Mage's Staff
20,000 Gil	Infinity
HP Sphere	Attribute Sphere
Defense Sphere	Wht Magic Sphere
Laevatein	Wicked Cait Sith
Lv. 4 Key Sphere	Hrunting

THE HIGHBRIDGE

Return to the Highbridge at Bevelle, and move up toward the monks guarding the high court.





ARE YOU PREPARED FOR SIN?

Odds are that if you've completed a couple of side quests and survived several trips to the Omega Ruins, you're in good shape to face the final bosses. Also, having all the aeons in your possession should make things easier.

We suggest that you fight the final bosses by yourself without using the book. Then, if you have no luck, read our boss strategies and take note of any character-specific abilities mentioned.

Some abilities that are useful in the final boss fight include Doublecast, Ultima, Holy, Quick Attack, Full-Life, and Auto-Life. By referring to the Sphere Grid, you'll see that these abilities are pretty far apart. However, the "Abilities" chapter contains some tips on the best ways to move around the Sphere Grid. If you're short on Lv. 3 and Lv. 4 Key Spheres, you can obtain a good deal of them in the Omega Ruins.

After a few trips to Remiem Temple, you should be able to use items to customize Yuna's and Lulu's weapons with the One MP ability. Imagine being able to cast Curaga, Ultima, or Holy for only one MP! Your armor should protect against confusion, berserk, and petrification.



LEFT FIN, RIGHT FIN

HP: Left Fin: 65,000 (10,000), Right Fin: 65,000 (10,000)
AP: Right Fin: 17,000 (25,500), Left Fin: 16,000 (24,00)
WEAKNESS: None
STEAL: Left Fin: Mega-Potion, Supreme Gem; Right Fin: X-Potion, Shining Gem

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Starting the first three boss fights is as easy as pointing Cid toward Sin, and then stepping outside the ship. The first two battles are fought exactly the same way.

Start the battle with Tidus, Lulu, and Yuna in your party. Cast Hastega on the entire party to speed up your turns. Then have Yuna cast Shell on everyone and make Lulu Doublecast Flare or Ultima.

If you don't have these abilities, summon aeons and use their special attacks. You can also use the trigger command to draw the ship closer to Sin. Place Auron in the group and use Armor Break, while Tidus, Rikku and Kimahri strike the fin at close range. Move the ship back out after everyone gets in one hit, because Sin causes much more damage at close range.

You fight the Right Fin using the same tactics. Just recast Haste on everyone and you're set. Save your Overdrives for an upcoming battle.













SIN, SINSPAWN GENAIS

HP: Sin: 36,000 (3000), Genais: 20,000 (2000)
AP: Sin: 18,000 (27,000), Genais: 1800 (2700)
WEAKNESS: Sin: None, Genais: Fire
STEAL: Genais: Star Curtain, Shining Gem; Sin: Stamina Spring

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

The sinspawn absorbs any magic cast at Sin, so take it out first. Cast Slow and Silence on Genais. By casting Silence, you can prevent it from casting Cura.







Once Genais crumbles, the group advances on Sin's weak point. Physical attacks won't inflict much damage until you use Armor Break. If Rikku or Kimahri has the Copycat ability, you can switch them into the fight. Have Lulu Doublecast Flare or Ultima, depending on her remaining MP. Then have Yuna cast Holy, and make the third person in your party Copycat Holy if possible. Bring in Rikku to heal and cure Venom status with Al Bhed Potions as needed, and focus Yuna on casting Holy or summoning. Again, avoid using your characters' Overdrives during this battle. You will need them to survive the next encounter.







BOSS

OVERDRIVE SIN

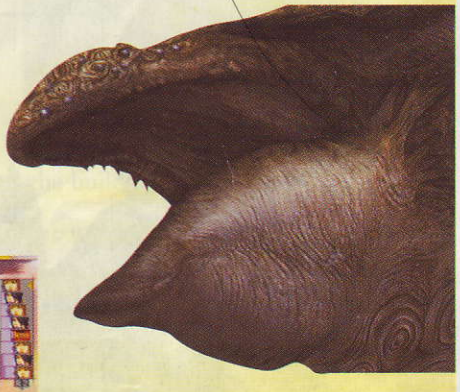
HP: 140,000 (10,000)
AP: 20,000 (30,000)
WEAKNESS: None
STEAL: Ether, Supreme Gem

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

Before the fight begins, make sure the party is equipped with armor that protects against petrification, confusion, and zombie. This fight requires a lot more speed and power. If Sin manages to cast Giga-Graviton, the party's finished. Start with Tidus, Yuna, and Lulu.

Doublecast, Hastega, Quick Attack, Armor Break, and Mental Break are all extremely useful in this battle. When the fighting starts, cast Hastega and start Doublecasting Flare or Ultima. Have Yuna cast Holy, and use Tidus to heal or cure petrification.

Bring in Wakka and unleash his Overdrive, and have Kimahri perform Fire Breath. Use Rikku's Spare Change ability and toss 100,000 Gil at Sin to inflict 9999 HP damage. When Sin pulls you in further, use Tidus's, Auron's, and Rikku's Overdrives. If Sin gets close to its Overdrive, bring Yuna back in and summon your strongest aeons.









THE SEA OF SORROW

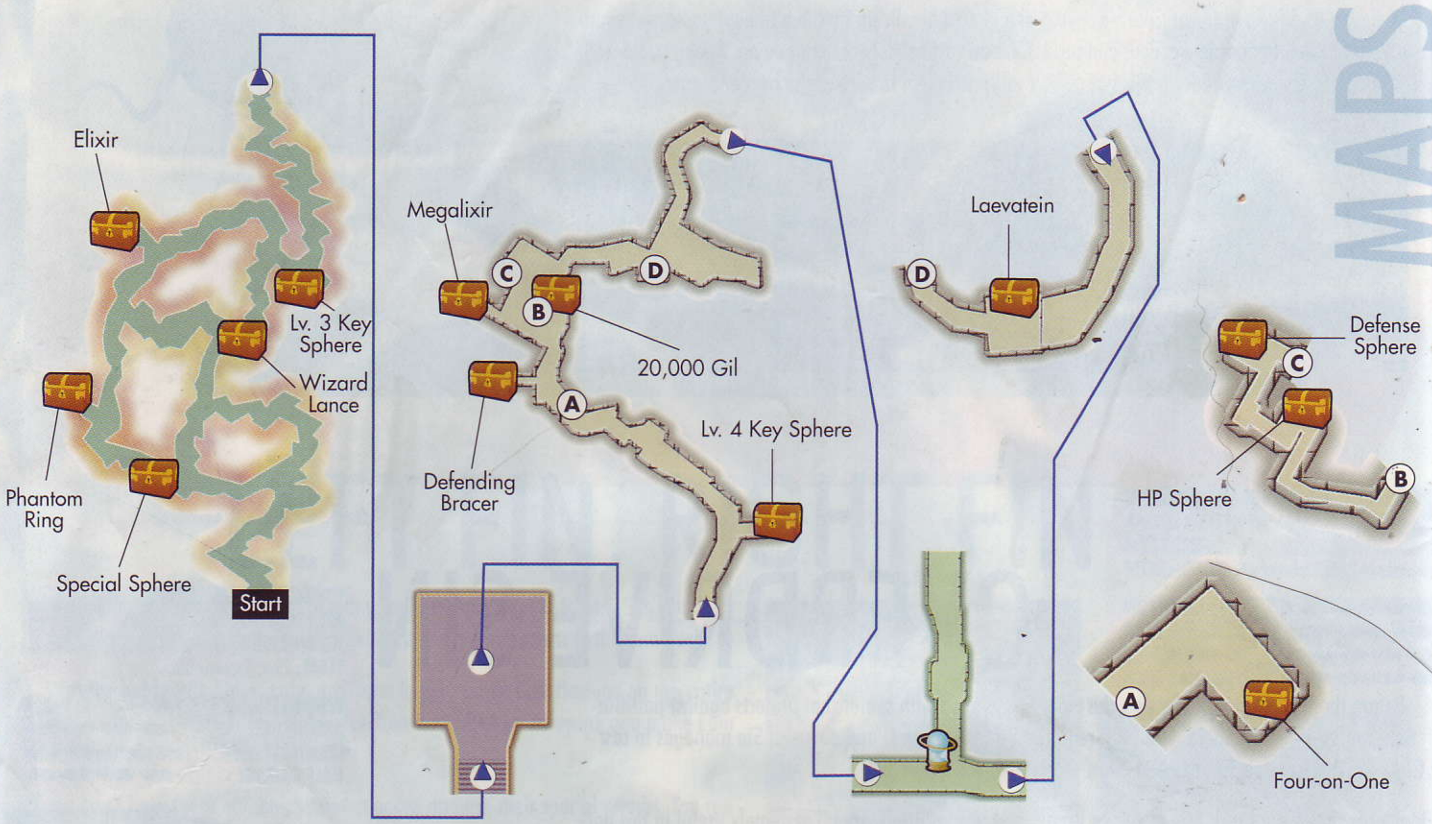
After defeating Sin, the airship enters the creature's shell. This doesn't mean, however, that you can't do more exploring outside.



Use the maps to find your way through this area. Treasure chests are located at the top of waterfalls. To reach these valuable items, you'll need to take the long way around. Upon reaching the platform decorated with Seymour's staves, you know what's coming next…









TOUGH MONSTERS!

Many fiends inside Sin are like mini-bosses. Although this is a great area to level up your characters, don't wander far from a Save Sphere.

Note that Behemoth Kings will cast Meteor when killed, which can seriously damage your party's HP. To counter this attack, cast Auto-Life on your entire party before the battle ends.

BOSS

SEYMOUR OMNIS

HP: 80,000 (15,000)
AP: 24,000 (36,000)
WEAKNESS: Varies
STEAL: Shining Gem, Supreme Gem

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

Before climbing the stairs near Seymour's staves, equip party members with armor that absorbs or nullifies elemental attacks.



The wheels behind Seymour determine his elemental property. He is vulnerable to the opposite property, which you can see by using Scan. It's important to use Armor Break, Mental Break, and Nul spells in this battle too.

Occasionally, Seymour will attack the Mortiphasms behind him, shifting his elemental choice. When this occurs, bring in Kimahri and Auron to strike the Mortiphasms. You'll need Wakka to hit the highest Mortiphasm. When four orbs of the same color are lined up around Seymour again, summon an aeon or bring Lulu back for more Doublecasting. After Seymour casts Dispel, he will cast a powerful version of Ultima. Keep in mind that Seymour will eventually Banish your aeons.







TOWER OF THE DEAD

Continue past the Save Sphere and search the right-hand wall for a glyph. A message hints that you need to kill 10 fiends to open the door. After killing 30 fiends to open three doors total, pick up a **Lv. 4 Key Sphere**.





When you reach a square platform with a Yevon symbol, stand on it momentarily. It will lift you up to a treasure chest with Wakka's **Four-on-One**. Across from the Four-on-One treasure box, push the bridge down to find a **Defending Bracer**. Further up, look for a ramp down to a chest containing **20,000 Gil**, and step on the platform beside it to access an **HP Sphere** and a **Defense Sphere**. A lift back down to the ground is near the second item.







Continuing northeast, look for an alcove along the south wall to find a small building. Enter the building from the south, and Tidus will slide down a long spiral. At the bottom is Yuna's **Laevatein**. To exit this pit, move along the wall next to the treasure chest until the ⓧ button appears. Continue to search for points to climb out of the hole. Continue up the ramp until you find the final Save Sphere in the game.





LAST CHANCE!

It should be noted that this is your ***last*** chance to do anything else before the end of the game!

As you proceed north, the Tower of Death crashes to the ground. Move towards it to enter. Inside, icicles will begin to shoot upward from the ground. A fight ensues if one strikes you.

To make navigation easier, stand in one spot until the camera rotates around to show the area better. If a white light starts to glow under Tidus's feet, move against the direction the camera is rotating so that you can still see the area. Small colored crystals will form and fade away. You must run up to these and touch them before they disappear to gain items contained within. After you acquire 10 items, the final showdown will begin. Don't forget that you have one last chance to properly equip your characters before the final boss fight begins.



6


7

BRASKA'S FINAL AEON

HP: 60,000 (first form), 120,000 (second form)
AP: 0
WEAKNESS: None
STEAL: Turbo Ether

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

The strategy contained in this section could vary depending on the path your characters' took on the Sphere Grid. You may need to adjust your own strategy accordingly.

Although the Yu Pagodas attempt to heal the final aeon, do not waste any time trying to disable them. Use Auron's Zombie Attack on the final aeon, so that the Pagodas will damage the boss every time they try to cure it. Otherwise, Doublecast Flare on the enemy and keep everyone's HP extremely high when the second portion of the battle begins.

During Tidus's turns, he has the option of speaking. Talking to the boss greatly reduces its Overdrive gauge. Use this only when the boss's Overdrive gauge is almost full. Since this option only works a couple of times, we recommend using it at a later point in the battle.

After losing 60,000 HP, the final aeon transforms. Cast Protect and Auto-Life if available. If your characters' Overdrive gauges are full, use them now. Also, continue to Doublecast your strongest spells. Cast Haste and administer Mega-Potions and Megalixirs as needed.

When the final aeon's Overdrive gauge gets about three-fourths full, talk to it using Tidus's trigger command. Once its HP falls below 30,000, summon your strongest aeons and use their Overdrives to finish it off.

SIDE QUESTS AND MINI-GAMES



This section includes descriptions of side quests and mini-games that you might encounter during the game. You need to complete some of these tasks to acquire and activate many of the legendary weapons.

LIGHTNING DODGER

In the Thunder Plains, the lightning never stops. By pressing ⊗ when the screen flashes, you can dodge the lightning. If you dodge the lightning a number of times in a row, you are rewarded with certain items. The items appear in a treasure chest outside the Travel Agency.

DODGE LIGHTNING	RECEIVE
5 times	2 X-Potions
10 times	2 Mega-Potions
20 times	2 MP Spheres
50 times	3 Strength Spheres
100 times	3 HP Spheres
150 times	4 Megalixirs
200 times	Venus Sigil

For example, the **Venus Sigil**, which is required to unlock Lulu's legendary weapon, is gained by dodging lightning 200 consecutive times. To accomplish this, equip with the No Encounters ability and roam the area. You can track your progress by examining the book that appears on the right inside the Travel Agency once you've dodged two bolts in a row.

Getting struck by lightning depletes HP from your characters. If you have a penchant for pain, you can actually receive prizes for surviving consecutive bolts of lightning.

STRUCK BY LIGHTNING	RECEIVE
30 times	Ether
80 times	Elixir

BUTTERFLY CATCHER



In Macalania Woods, you encounter a creature who explains the butterfly catcher mini-game. To begin the game, move toward the closest butterfly. You have to chase down seven blue butterflies before times runs out. Avoid the red butterflies because they'll call powerful fiends and remove 1 second from the remaining time. If you catch all seven blue butterflies before times runs out, a new treasure chest appears. The chest will disappear if you leave the area, so don't forget to open it and claim your prize.

You can take part in the butterfly catcher game in two areas. The first area is in Macalania Woods—Central, near the creature who explains the game. The second area is in Macalania Woods—North.

This mini-game gets more difficult as the story progresses, but the prizes keep getting better, too. At first, the timer is set to 40 seconds. Once you defeat the Spherimorph, it becomes 30 seconds. Lastly, once you gain control of the airship, the number of red butterflies significantly increases. Return to Macalania Woods in the airship and succeed in both areas to gain the **Saturn Sigil**, which unlocks the potential of Kimahri's Spirit Lance.

VILLAGE OF THE CACTUARS

Gain control of the airship and return to the Sanubia Desert. There is a large rock with a picture of a Cactuar on it. Each time you examine the rock, you receive a clue to help find one of 10 hidden Cactuars in the desert. After finding each one, you are challenged to game of "Red Light, Green Light." If you successfully touch the Cactuar before time runs out, you will fight it. No matter the outcome of the battle, you will receive a sphere bearing the name of the Cactuar. If you lose at the game of Red Light Green Light three times, you'll only receive a **Sphere del Perdedor**. Return to the rock and place whichever sphere you obtained into the rock. After doing so, you receive a new clue telling you where the next Cactuar is hidden. The locations of the Cactuars are as follows:

CACTUAR LOCATIONS	
Oasis	Near the first Save Point.
Sanubia Desert—East	In an alcove to the east, north of the tent with the Save Sphere.
Sanubia Desert—West	Search the sign near the Cactuar rock that says 20% off.
Sanubia Desert—Central	Near the ruins to the west. Look for two Cactuars running around the desert.
Sanubia Desert—East	Near the Save Point under the tent.
Sanubia Desert—Central	Trapped in a treasure chest in the far west.
Sanubia Desert—West	Inside one of the sand whirlpools. You must exit and re-enter the area.
Oasis	Take the airship to Bikanel Island and take a few steps away from the first Save Sphere. Approach the Save Sphere to start the sequence, and then go to the outside deck on the airship.
Sanubia Desert	Return to the Cactuar statue and the last one automatically appears behind you.

After placing nine spheres of either type into the rock, the sandstorm protecting Cactuar Village will come to a stop. Search inside for lots of Cactuar encounters and two special treasure chests. One contains the **Mercury Sigil.** The contents of the other chest vary depending on your performance.

# OF SPHERES	RECEIVE
Up to 2 named spheres	Potion
3 to 5 named spheres	Elixir
6 or 7 named spheres	Megalixir
8 or 9 named spheres	Friend Sphere



CHOCOBO TRAINER

In the Calm Lands, speak to the lady on a chocobo. Agree to train chocobos, and she will teach you how. There are four exercises. You must finish the exercise properly and beat or tie the time limit set by the trainer. If you do, you'll win a valuable prize. The next time you try the same exercise, beat your best time to win another prize.





Once you train your chocobo in the first exercise, the trainer will allow you to advance to another exercise, until all four exercises are revealed.

WOBBLY CHOCOBO

This race takes place on a wild chocobo that refuses to run straight toward the finish line. Press the left analog stick left and right to stay on course. You must reach the finish line in under 12.8 seconds. Once you succeed, you can ride a chocobo in the Calm Lands any time you want for free, just by asking the trainer.

DODGER CHOCOBO

This chocobo is easier to steer, but you must dodge incoming blitzballs! If you get hit, the chocobo becomes momentarily stunned. This makes it much more difficult to cross the finish line in time.



HYPER DODGER CHOCOBO

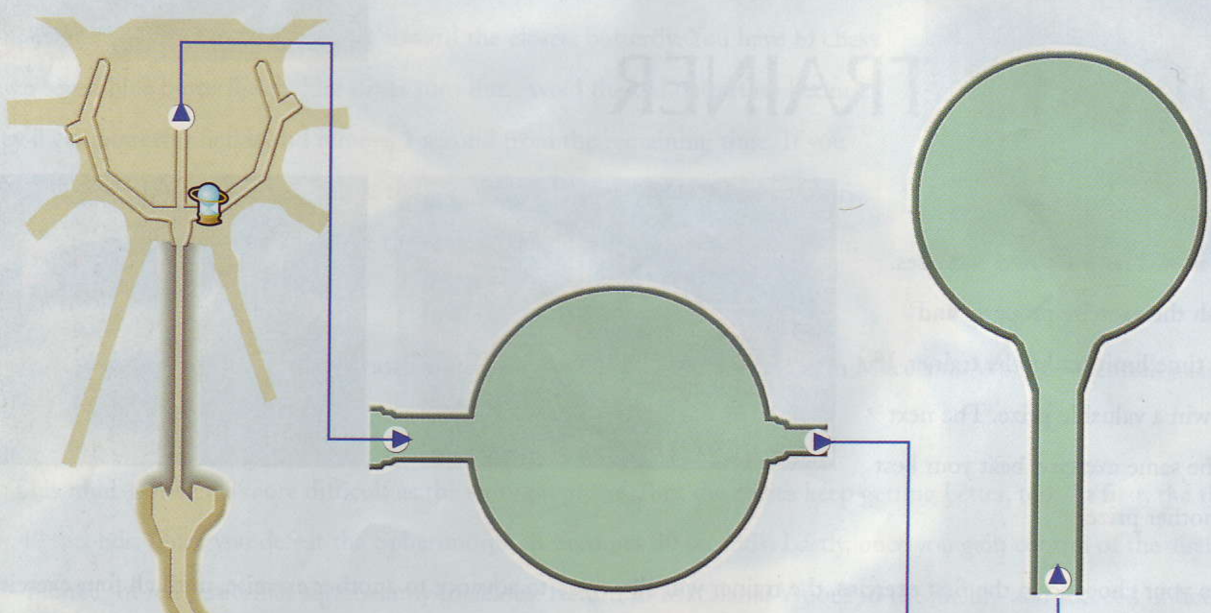
This game pits your chocobo against volleys of blitzballs *and* birds! Try to stay close to the line of balloons, and then move toward the center as each cluster of balls and birds flies toward you.

CATCHER CHOCOBO

Race the chocobo trainer from the entrance of the Calm Lands to the northeastern exit, dodging blitzballs and birds. Each bird that hits you adds three seconds to your total time, while each balloon you collect subtracts three seconds. Winning this race enables Tidus to reach his legendary weapon at the north end of the Calm Lands.

Furthermore, if you can successfully beat the chocobo trainer with a total time, minus all balloon adjustments, of 0:0:0, then she will give you the **Sun Sigil** required to activate Tidus's Caladbolg.

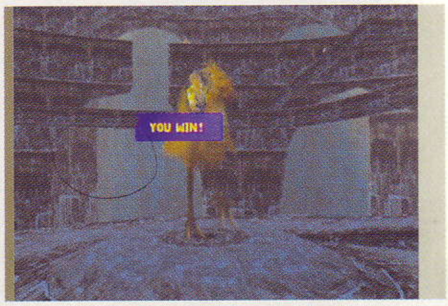
REMIEM TEMPLE



In the hidden temple in the mountains east of the Calm Lands, you can battle against any aeon that you have acquired by challenging Belgemine. The first time that you win against Belgemine's aeon, she will reward you with rare items. Defeat her Bahamut, and she will give you the key item **Flower Scepter**. After fighting and defeating all of the aeons in the game, including the Magus Sisters, Belgemine hands over the **Moon Sigil**, which removes the No AP ability from Yuna's legendary weapon.



To acquire the **Cloudy Mirror**, you must win the chocobo race under Remiem Temple. Winning the race is quite easy, even on the first try. To improve the item you win in this race, you need to use as many shortcuts as possible and avoid hitting any of the poles.



THE MONSTER ARENA

The monster arena is in the eastern part of the Calm Lands. The owner sells weapons with the Capture ability. The owner will then ask you to capture fiends from all over Spira.

You'll get prizes when you return to the owner with the required creatures. Some of them are extremely rare. In addition, you can also fight unique creatures that the owner creates from captured fiends. Prizes are awarded each time you accomplish one of the following:

- CAPTURE ONE OF EVERY FIEND IN EVERY AREA.
- CAPTURE 10 OF EVERY FIEND OF A SPECIFIC SPECIES.
- CAPTURE 10 OF EVERY FIEND IN EVERY AREA.



Complete a total of 10 of either Species Conquest or Area Conquest for the **Mars Sigil**, which unlocks the potential of Auron's legendary weapon.

CAPTURING TIPS



While backtracking in the game and looking for the spheres that trigger Auron's Overdrives, equip Capture weapons and collect fiends from each area you have to visit. To see where these spheres are located, check Auron's section of the characters chapter, "A Summoner and Her Guardians."

The owner's weapons are expensive, so buy weapons for characters who you know can take down a lot of HP in one hit. This will most likely be Wakka, Auron, Tidus, or perhaps Kimahri.

FIGHTING IN THE ARENA

After capturing fiends, you can pay to fight them in the arena. What's the point, when you've already fought these monsters elsewhere? When fighting monsters here, you can steal better items, win spheres for the Sphere Grid, and you can bribe them for rare items!

			STEAL			BRIBE	
AREA	MONSTER NAME	GIL COST	COMMON	RARE	WIN	AMOUNT	ITEM
Besaid	Dingo	24	Potion	Sleeping Powder	Power Sphere (x2)	2500	Sleeping Powder (x4)
	Condor	18	Phoenix Down	Smoke Bomb	Speed Sphere (x2)	1900	Smoke Bomb (x3)
	Water Flan	27	Fish Scale	Dragon Scale	Magic Sphere (x2)	6300	Water Gem (x2)
Mi'ihen	Mi'ihen Fang	49	Potion	Sleeping Powder	Power Sphere (x2)	3200	Sleeping Powder (x5)
	Ipiria	69	Soft	Petrify Grenade	Speed Sphere (x2)	3600	Petrify Grenade (x3)
	Floating Eye	66	Echo Screen	Musk	Speed Sphere (x2)	2800	Musk
	White Element	72	Antarctic Wind	Antarctic Wind (x2)	Magic Sphere (x2)	7800	Arctic Wind (x7)
	Raldo	63	Potion	Hypello Potion	Power Sphere (x2)	4800	Hypello Potion (x10)
	Vouivre	90	Potion	Silver Hourglass	Power Sphere (x2)	5100	Silver Hourglass (x10)
	Bomb	105	Bomb Fragment (x2)	???	Power Sphere (x2)	17,000	Bomb Core (x16)
	Dual Horn	157	Potion	Hi-Potion	Ability Sphere (x2)	37,500	High Potion (x60)
Djose	Garm	132	Hi-Potion	Sleeping Powder	Power Sphere (x2)	4800	Sleeping Powder (x7)
	Simurgh	109	Smoke Bomb	Smoke Bomb (x2)	Speed Sphere (x2)	4000	Somke Bomb (x5)
	Bite Bug	93	Antidote	Poison Fang	Speed Sphere (x2)	4000	Poison Fang (x2)
	Snow Flan	139	Antarctic Wind (x2)	Antarctic Wind (x2)	Magic Sphere (x2)	12,000	Arctic Wind (x10)
	Bunyip	145	Hi-Potion	Hypello Potion	Power Sphere (x2)	8000	Hypello Potion (x16)
	Basilisk	187	Petrify Grenade	Petrify Grenade	Ability Sphere (x2)	40,500	Petrify Grenade (x24)
	Ochu	780	Remedy	Remedy (x2)	Power Sphere (x2)	144,000	Remedy (x70)
Macalania Woods	Snow Wolf	288	Sleeping Powder (x2)	Sleeping Powder (x2)	Power Sphere (x2)	8000	Sleeping Powder (x11)
	Iguion	207	Soft	Petrify Grenade	Speed Sphere (x2)	7400	Petrify Grenade (x5)
	Wasp	213	Hi-Potion	Poison Fang	Speed Sphere (x2)	7200	Poison Fang (x3)
	Evil Eye	307	Hi-Potion	Musk	Speed Sphere (x2)	6200	Musk (x3)
	Ice Flan	282	Arctic Wind	Arctic Wind (x2)	Magic Sphere (x2)	27,000	Ice Gem (x9)
	Blue Element	270	Fish Scale (x2)	Fish Scale (x3)	Magic Sphere (x2)	30,000	Water Gem (x5)
	Mushussu	247	Hi-Potion	Hypello Potion	Power Sphere (x2)	11,600	Hypello Potion (x24)
	Mafdet	258	Hi-Potion	Hypello Potion	Power Sphere (x2)	14,200	Hypello Potion (x28)
	Xiphos	330	Hi-Potion	Mega-Potion	Ability Sphere (x2)	54,000	Megalixir
	Chimera	1455	Shining Gem	Lightning Marble	Ability Sphere (x2)	105,000	Magic Tablet (x10)
The Calm Lands	Skoll	630	Dream Powder	Dream Powder (x2)	Power Sphere (x2)	20,000	Dream Powder (x12)
	Nebiros	480	Poison Fang	Poison Fang (x2)	Magic Sphere (x2)	14,000	Poison Fang (x6)
	Flame Flan	672	Fire Gem	Fire Gem (x2)	Magic Sphere (x2)	30,000	Fire Gem (x10)
	Shred	552	Hypello Potion	Hypello Potion (x2)	Speed Sphere (x2)	39,000	Hypello Potion (x50)
	Anacondaur	1125	Petrify Grenade	Petrify Grenade (x2)	Power Sphere (x2)	116,000	Healing Water (x16)
	Ogre	1470	Stamina Tablet	Stamina Tablet (x2)	Power Sphere (x2)	188,000	Stamina Tablet (x50)
	Coeurl	1650	Magic Tablet	Magic Tablet	Magic Sphere (x2)	120,000	Friend Sphere (x2)
	Chimera Brain	1500	Water Gem	Lightning Gem	Ability Sphere (x2)	196,000	Lv. 4 Sphere (x2)
	Malboro	1650	Remedy	Remedy	Magic Sphere (x2)	540,000	Wings to Discovery (x4)
Mt. Gagazet	Bandersnatch	1320	Dream Powder (x2)	Dream Powder (x3)	Power Sphere (x2)	36,000	Dream Powder (x20)
	Ahriman	975	Dream Powder (x2)	Musk (x3)	Speed Sphere (x2)	56,000	Farplane Wind (x6)
	Dark Flan	1620	Star Curtain	Fire Gem (x3)	Magic Sphere (x2)	256,000	Wht Magic Sphere (x2)
	Grenade	810	Star Curtain (x2)	Fire Gem (x3)	Power Sphere (x2)	150,000	Shining Gem (x12)
	Grat	780	Antidote (x4)	Remedy (x3)	Magic Sphere (x2)	80,000	Remedy (x40)
	Grendel	1095	Hi-Potion	Mega Potion	Ability Sphere (x2)	190,000	Mega Potion (x60)
	Bashura	1095	Soul Spring	Soul Spring (x2)	Power Sphere (x2)	340,000	Stamina Tablet (x80)
	Mandragora	1800	Remedy (x2)	Remedy (x3)	Magic Sphere (x2)	620,000	Return Sphere (x24)
	Behemoth	2025	Ether	Magic Tablet	Power Sphere (x2)	460,000	Lv. 2 Key Sphere (x30)
	Splasher	300	Frag Grenade	Frag Grenade	Power Sphere (x2)	12,000	Dragon Scale (x12)
	Achelous	630	Water Gem (x2)	Healing Spring	Power Sphere (x2)	120,000	Healing Spring (x16)
	Maelspike	495	Water Gem (x2)	Water Gem (x3)	Magic Sphere (x2)	200,000	Stat Sphere

AREA	MONSTER NAME	GIL COST	STEAL COMMON	STEAL RARE	WIN	BRIBE AMOUNT	BRIBE ITEM
Omega Ruins	Zaurus	1425	Petrify Grenade (x2)	Petrify Grenade (x3)	Speed Sphere (x2)	164,000	Rename Card (x10)
	Floating Death	1897	Musk (x4)	Musk (x5)	Magic Sphere (x2)	160,800	Gambler's Spirit (x10)
	Black Element	1560	Hi-Potion	Shining Gem (x4)	Magic Sphere (x2)	182,400	Blk Magic Sphere (x2)
	Halma	1545	Hypello Potion (x3)	Shadow Gem (x2)	Power Sphere (x2)	260,000	Supreme Gem (x20)
	Puroboros	1455	Fire Gem (x3)	Fire Gem (x4)	Magic Sphere (x2)	400,000	Shining Gem (x36)
	Spirit	1950	Stamina Tablet	Stamina Tablet (x2)	Magic Sphere (x2)	240,000	Twin Stars (x10)
	Machea	2175	Hi-Potion (x2)	Stamina Tonic	Magic Sphere (x2)	356,000	Chocobo Wing (x50)
	Master Coeurl	3045	Farplane Shadow (x2)	Farplane Shadow (x4)	Lv. 1 Key Sphere (x2)	260,000	Warp Sphere
	Master Tonberry	3600	Magic Spring	Tetra Elemental	Power Sphere (x2)	960,000	Pendulum (x3)
	Varuna	2670	Farplane Wind	Shining Gem	Magic Sphere (x2)	1,120,000	Megalixir (x20)
Kilika	Dinonix	40	Soft	Petrify Grenade	Speed Sphere (x2)	2800	Petrify Grenade (x24)
	Killer Bee	34	Antidote	Poison Fang	Speed Sphere (x2)	2200	Poison Fang
	Yellow Element	49	Electro Marble	Lightning Marble	Magic Sphere (x2)	6000	Lightning Marble (x8)
	Ragora	72	Antidote	Remedy	Magic Sphere (x2)	15,600	Remedy (x8)
Musroom Rock Road	Raptor	72	Soft	Petrify Grenade	Speed Sphere (x2)	5500	Petrify Grenade (x3)
	Gandarva	93	Electro Marble	Electro Marble (x2)	Magic Sphere (x2)	2960	Lightning Marble (x3)
	Thunder Flan	75	Electro Marble	Electro Marble (x2)	Magic Sphere (x2)	9000	Lightning Marble (x8)
	Red Element	82	Bomb Fragment (x2)	Bomb Fragment (x2)	Magic Sphere (x2)	9000	Bomb Core (x8)
	Lamashtu	108	Potion	Silver Hourglass	Power Sphere (x2)	5500	Silver Hourglass (x10)
	Funguar	63	Silence Grenade	Ether	Magic Sphere (x2)	10,800	Turbo Ether (x2)
	Garuda	210	Smoke Bomb	Smoke Bomb (x2)	Power Sphere (x2)	80,000	Smoke Bomb (x99)
Thunder Plains	Melusine	162	Gold Hourglass	Petrify Grenade	Speed Sphere (x2)	5300	Petrify Grenade (x4)
	Aerouge	216	Electro Marble	Lightning Marble	Magic Sphere (x2)	4000	Lightning Marble (x4)
	Buer	198	Hi-Potion	Musk	Speed Sphere (x2)	4600	Musk (x2)
	Gold Element	160	Electro Marble	Electro Marble (x2)	Magic Sphere (x2)	24,000	Lightning Marble (x20)
	Kusariqqu	168	Hi-Potion	Silver Hourglass	Power Sphere (x2)	8900	Silver Hourglass (x20)
	Larva	495	Lunar Curtain	Lunar Curtain (x2)	Ability Sphere (x2)	29,960	Shining Thorn (x10)
	Iron Giant	900	Light Curtain	Light Curtain	Power Sphere (x2)	72,000	Stamina Tonic
	Qactuar	4000	Chocobo Feather	Chocobo Feather	Speed Sphere (x2)	Cannot Bribe	N/A
Sanubia Desert	Sand Wolf	337	Sleeping Powder	Sleeping Powder (x2)	Power Sphere (x2) Al Bhed Potion (x2)	9000	Sleeping Powder (x12)
	Alcyone	360	Smoke Bomb	Smoke Bomb (x2)	Speed Sphere (x2) Al Bhed Potion (x2)	8600	Mega Phoenix (x2)
	Mushussu	405	Hi-Potion	Silver Hourglass	Power Sphere (x2) Al Bhed Potion (x2)	13,600	Gold Hourglass (x5)
	Zu	1800	Smoke Bomb (x3)	Smoke Bomb (x4)	Power Sphere (x2) Al Bhed Potion (x3)	360,000	Skill Sphere (x2)
	Sand Worm	1500	Shadow Gem (x2)	Stamina Spring (x2)	Ability Sphere (x2)	900,000	Winning Formula (x15)
	Cactuar	4000	Chocobo Feather	Chocobo Wing	Speed Sphere (x2)	Cannot Bribe	N/A
Cavern of the Stolen Fayth	Yowie	720	Petrify Grenade	Soft	Power Sphere (x2)	18,000	Petrify Grenade (x12)
	Imp	915	Lightning Gem	Lightning Gem (x2)	Magic Sphere (x2)	17,600	Lv. 1 Key Sphere (x4)
	Dark Element	780	Shining Thorn	Shining Thorn (x2)	Magic Sphere (x2)	36,000	Return Sphere (x3)
	Nidhogg	903	Hi-Potion	Gold Hourglass	Power Sphere (x2)	40,000	Gold Hourglass (x12)
	Thorn	795	Silence Grenade	Ether	Magic Sphere (x2)	81,600	Turbo Ether (x16)
	Valaha	1080	Hi-Potion (x2)	Hi-Potion (x2)	Ability Sphere (x2)	174,000	X-Potion (x60)
	Epaaj	1425	Hi-Potion	Hi-Potion (x2)	Ability Sphere (x2)	174,000	Farplane Wind (x25)
	Ghost	1215	Farplane Shadow	Farplane Shadow	Magic Sphere (x2)	199,980	Mega Phoenix (x38)
	Tonberry	3000	Hi-Potion	Farplane Shadow	Power Sphere (x2)	270,000	Amulet (x2)
Inside Sin	Exoray	1260	Ether	Ether	Magic Sphere (x2)	148,000	Turbo Ether (x30)
	Wraith	1605	Farplane Shadow	Farplane Shadow	Magic Sphere (x2)	444,440	Farplane Wind (x60)
	Gemini	1666	Light Curtain	Light Curtain (x2)	Power Sphere (x2)	720,000	Stamina Tonic (x10)
	Gemini	1666	Light Curtain	Light Curtain (x2)	Power Sphere (x2)	720,000	Magic Tonic (x10)
	Demonolith	2205	Petrify Grenade (x2)	Petrify Grenade (x2)	Magic Sphere (x2)	900,000	Lv. 3 Key Sphere (x40)
	Great Malboro	2250	Remedy (x2)	Magic Tonic	Magic Sphere (x2)	1,280,000	Wings to Discovery (x8)
	Barbatos	2325	Star Curtain	Blessed Gem	Power Sphere (x2)	1,900,000	Teleport Sphere (x20)
	Adamantoise	3300	Healing Water	Magic Tablet	Power Sphere (x2)	1,088,000	Special Sphere (x6)
	Behemoth King	2775	Healing Spring	Twin Stars (x2)	Power Sphere (x2)	1,350,000	Three Stars (x14)

On rare occasions, the following created monsters all appear to drop Dark Matter.

			STEAL			BRIBE	
AREA	MONSTER NAME	GIL COST	COMMON	RARE	WIN	AMOUNT	ITEM
Area Creations	Stratavis	6000	Smoke Bomb (x3)	Stamina Spring (x2)	Amulet (x2)	Cannot Bribe	N/A
	Malboro Menace	6000	Remedy (x4)	Mana Spring (x2)	Mana Tonic (x2)	Cannot Bribe	N/A
	Kottos	6000	Stamina Spring (x4)	Soul Spring (x2)	Healing Spring (x40)	Cannot Bribe	N/A
	Coeurlregina	6000	Farplane Wind (x2)	Blessed Gem	Shining Gem (x6)	Cannot Bribe	N/A
	Jormungand	6000	Petrify Grenade (x4)	Three Stars	Supreme Gem (x4)	Cannot Bribe	N/A
	Cactuar King	6000	Chocobo Wing (x2)	Designer Wallet	Blessed Gem (x6)	Cannot Bribe	N/A
	Espada	6000	Farplane Shadow (x4)	Farplane Wind	Rename Card (x2)	Cannot Bribe	N/A
	Abyss Worm	6000	Shadow Gem (x4)	Stamina Tablet	Stamina Tonic (x2)	Cannot Bribe	N/A
	Chimerageist	6000	Mana Spring (x2)	Stamina Spring (x2)	Return Sphere (x2)	Cannot Bribe	N/A
	Don Tonberry	8000	Candle of Life (x2)	Designer Wallet	Farplane Wind (x3)	Cannot Bribe	N/A
	Catoblepas	6000	Healing Spring (x3)	Stamina Tonic	Three Stars (x2)	Cannot Bribe	N/A
	Abaddon	6000	Purifying Salt (x3)	Shining Gem	Mana Tablet (x2)	Cannot Bribe	N/A
	Vorban	6000	Healing Spring (x2)	Stamina Tablet	Friend Sphere (x2)	Cannot Bribe	N/A
Species							
Creations	Fenrir	8000	Chocobo Feather (x2)	Chocobo Wing (x2)	Agility Sphere (x2)	Cannot Bribe	N/A
	Ornitholestes	8000	Rename Card	Chocobo Wing	Gambler's Spirit (x2)	Cannot Bribe	N/A
	Pteryx	8000	Smoke Bomb (x4)	Candle of Life	Evasion Sphere	Cannot Bribe	N/A
	Hornet	8000	Poison Fang (x4)	Purifying Salt (x2)	Accuracy Sphere	Cannot Bribe	N/A
	Vidatu	8000	Lightning Gem (x4)	Mana Tonic	MP Sphere	Cannot Bribe	N/A
	One-Eye	8000	Lunar Curtain (x3)	Blessed Gem	Magic Defense Sphere (x2)	Cannot Bribe	N/A
	Jumbo Flan	8000	Lunar Curtain (x4)	Magic Tablet	Magic Sphere	Cannot Bribe	N/A
	Nega Elemental	8000	Star Curtain (x4)	Twin Stars	Twin Stars (x2)	Cannot Bribe	N/A
	Tanket	8000	Light Curtain (x4)	Lunar Curtain (x4)	Defense Sphere (x2)	Cannot Bribe	N/A
	Fafnir	8000	Stamina Spring (x2)	Gold Hourglass	Light Curtain (x40)	Cannot Bribe	N/A
	Sleep Sprout	8000	Poison Fang (x4)	Farplane Wind	Teleport Sphere (x2)	Cannot Bribe	N/A
	Bomb King	8000	Shining Gem	Farplane Wind	Door to Tomorrow (x2)	Cannot Bribe	N/A
	Juggernaut	8000	Lunar Curtain (x4)	Shining Gem	Strength Sphere (x2)	Cannot Bribe	N/A
	Ironclad	8000	Light Curtain (x4)	Stamina Tablet	HP Sphere (x2)	Cannot Bribe	N/A
Original Creations	Earth Eater	15,000	Gambler's Spirit	Lv. 1 Key Sphere	Fortune Sphere (x2)	Cannot Bribe	N/A
	Greater Sphere	15,000	Gambler's Spirit	Return Sphere	Luck Sphere (x2)	Cannot Bribe	N/A
	Catastrophe	15,000	Gambler's Spirit	Lv. 2 Key Sphere	Designer Wallet (x2)	Cannot Bribe	N/A
	Th'uban	15,000	Gambler's Spirit	Teleport Sphere	Underdog Secret (x2)	Cannot Bribe	N/A
	Neslug	15,000	Gambler's Spirit	Friend Sphere	Pendulum (x2)	Cannot Bribe	N/A
	Ultima Buster	15,000	Gambler's Spirit	Lv. 3 Key Sphere	Dark Matter (x2)	Cannot Bribe	N/A
	Shinryu	15,000	Gambler's Spirit	Three Stars	Wings to Discovery (x2)	Cannot Bribe	N/A
	Nemesis	25,000	Lv. 4 Key Sphere	Warp Sphere	Warp Sphere (x2)	Cannot Bribe	N/A

SECRETS



SECRET WORLD MAP LOCATIONS

There are several hidden locations on the world map that you can find by selecting specific coordinates while aboard the airship. Just move the cursor to the approximate coordinates and press ⊗ to search that region. Finding the precise spot for each location can be tricky, so if necessary, keep moving the cursor while pressing ⊗ repeatedly until you find it.

HIDDEN LOCATIONS

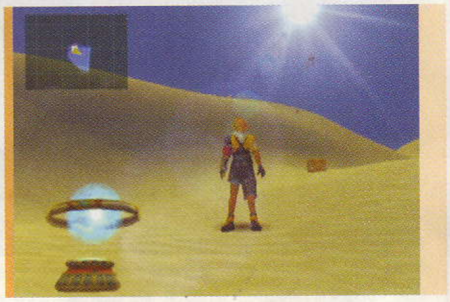
X COORDINATE	Y COORDINATE	LOCATION NAME
11~16	57~63	Baaj Temple
12~16	41~45	Sanubia Desert
29~32	73~76	Besaid Falls
33~36	55~60	Mi'ihen Ruins
39~43	56~60	Battle Site
69~75	33~38	Omega Ruins

BAAJ TEMPLE

Here you can obtain Lulu's legendary weapon and the powerful aeon Anima. More complete details on acquiring Anima are listed in the "Hidden Aeons" section.

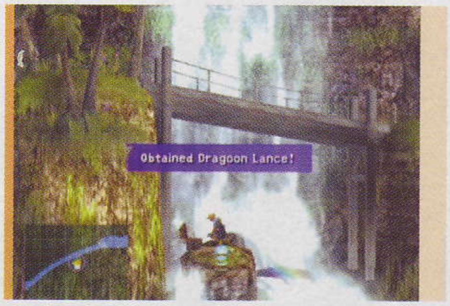
SANUBIA DESERT

There is a lone treasure chest in this isolated area that contains Tidus's **Ascalon**, which bears the Double AP ability!



BESAID FALLS

This tiny rock outcropping under the waterfalls in Besaid is where you can find Kimahri's **Dragoon Lance**.



MI'IHEN RUINS

In this area of the ruins off the coast, you can find the **Sonar** for Rikku, which comes with two abilities.



BATTLE SITE

Proceed north from the Save Sphere to find Lulu's **Phantom Bangle**, which absorbs three types of elemental attacks!

OMEGA RUINS

The secret location that is the home of a legendary fiend. More details are included later in this section.

AIRSHIP PASSWORDS



There are also hidden locations accessible by using the "Input" feature found in the airship command list. You can find these passwords by deciphering Al Bhed messages left in specific locations around Spira. Note that all of the passwords are case-sensitive.

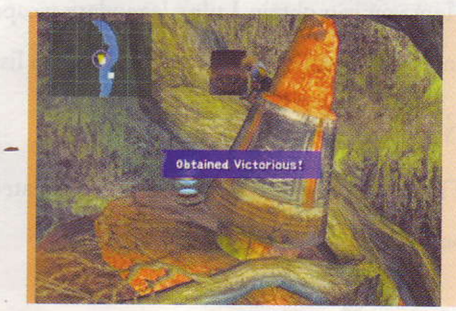
PASSWORD NO. 1: GODHAND



Input the password GODHAND in all caps to reach the ravine below Mushroom Rock Road. Rikku's legendary weapon is in a treasure chest at the top of the area.

PASSWORD NO. 2: VICTORIOUS

This password opens a secret location at the ruins in Besaid. Climb up the tree branch to find Rikku's **Victorious**, armor that nullifies three types of elemental attacks!



PASSWORD NO. 3: MURASAME

This password opens another secret location at the ruins in Besaid. Cross the platform to find Auron's **Murasame**, which bears the One MP Cost ability.

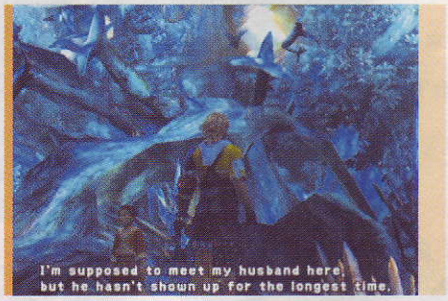
AL BHED PRIMER LOCATIONS

There are 26 Al Bhed language primers scattered throughout Spira. Each volume covers a specific letter of the alphabet and can be used to decipher the Al Bhed language. The locations of all 26 volumes are listed below:

VOLUME	LOCATION
Al Bhed Primer vol. I	Al Bhed Salvage Ship
Al Bhed Primer vol. II	Besaid Village—Crusaders Lodge
Al Bhed Primer vol. III	S.S. Liki—Engine Room
Al Bhed Primer vol. IV	Kilika—Tavern
Al Bhed Primer vol. V	S.S. Winno—Bridge
Al Bhed Primer vol. VI	Luca Stadium—Basement B
Al Bhed Primer vol. VII	Luca Theater—Reception
Al Bhed Primer vol. VIII	Mi'ihen Highroad (Automatically acquired from Rin.)
Al Bhed Primer vol. IX	Mi'ihen Highroad—Newroad, North
Al Bhed Primer vol. X	Mushroom Rock Road—Precipice
Al Bhed Primer vol. XI	Djose Highroad
Al Bhed Primer vol. XII	Moonflow—North Wharf
Al Bhed Primer vol. XIII	Guadosalam—House
Al Bhed Primer vol. XIV	Thunder Plains—Agency (Acquired from Rin if you tell him your study of Al Bhed is going okay. Otherwise, it appears later in the Sanubia Desert—East.)
Al Bhed Primer vol. XV	Macalania Woods—Lake Road
Al Bhed Primer vol. XVI	Lake Macalania—Agency Front
Al Bhed Primer vol. XVII	Sanubia Desert—Central
Al Bhed Primer vol. XVIII	Sanubia Desert—Central
Al Bhed Primer vol. XIX	Al Bhed Home
Al Bhed Primer vol. XX	Al Bhed Home—Living Quarters
Al Bhed Primer vol. XXI	Al Bhed Home—Main Corridor
Al Bhed Primer vol. XXII	Bevelle Temple—Priests' Passage (This can only be acquired immediately after the wedding scene.)
Al Bhed Primer vol. XXIII	The Calm Lands—Central (northwest section)
Al Bhed Primer vol. XXIV	Remiem Temple (On the left side, near the chocobo.)
Al Bhed Primer vol. XXV	The Calm Lands—Cavern of the Stolen Fayth
Al Bhed Primer vol. XXVI	Omega Ruins

THE CLOUDY/CELESTIAL MIRROR

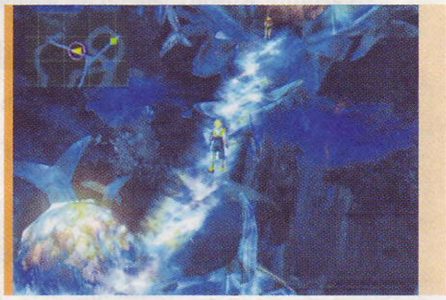
To acquire the Cloudy Mirror, you must go to Remiem Temple in the Calm Lands. Talk to the chocobo on the right-hand side to race on the spiraling track under the temple. If you win the race, you will receive the **Cloudy Mirror**. To acquire the Celestial Mirror you must take the Cloudy Mirror to Macalania Woods and do the following:



Talk to the mother and son standing near the Save Sphere in Macalania Woods—South. The mother will mention that her husband is supposed to meet her.



Then go to Macalania Woods—Campsite and talk to the wife and husband at least three times until the wife says her son is missing. This makes the person blocking the path leave.



Head up the mysterious, glowing path near the Save Sphere. At the intersection, head north until you see the boy standing in front of a large spherical crystal.

Talk to the boy and use the Cloudy Mirror on the crystal. The Cloudy Mirror will change into the **Celestial Mirror**. This mirror is the key to obtaining the party's legendary weapons.



LEGENDARY WEAPONS

Each character has a specific legendary weapon that can be acquired by using the Celestial Mirror. When the weapon is first found, it is equipped with the No AP ability. To remove this ability and empower the weapon to its full potential, you need to find two specific event items for each character. Upon doing so, you must then return to the Macalania Woods and use the Celestial Mirror to power up the weapon at the large spherical crystal high amid the treetops. The names, locations, and items needed to power up the legendary weapons are listed in the following section.

TIDUS: CALADBOLG



To acquire Tidus's legendary weapon, Caladbolg, you must race and defeat the chocobo trainer in the Calm Lands. After winning the race, walk to the upper northwest section of the Calm Lands. The guard blocking a narrow pathway down into the gorge will have left his post, allowing you to pass. Tidus will then be able to use the Celestial Mirror to acquire Caladbolg.

POWER UP ITEMS REQUIRED

ITEM	LOCATION
Sun Crest	Zanarkand Dome, where you fought Yunalesca.
Sun Sigil	Race the chocobo trainer in Calm Lands and finish with a time of 0:0.0.

YUNA: NIRVANA

To acquire Yuna's legendary weapon, Nirvana, you must capture all nine types of fiends in the Calm Lands region. After collecting them all, return to the monster arena owner. He will produce a treasure chest containing the weapon.





POWER UP ITEMS REQUIRED

ITEM	LOCATION
Moon Crest	Besaid Isle—Beach.
Moon Sigil	Defeat every aeon at Remiem Temple.

AURON: MASAMUNE

To acquire Auron's legendary weapon, the Masamune, you must first acquire the Rusty Sword, found on the eastern cliff of the Cavern of the Stolen Fayth in the Calm Lands. Take the Rusty Sword to the statue of Lord Mi'ihen on Mushroom Rock Road. Access to this area was previously prevented by Clasko. Place the Rusty Sword before the statue to reveal a glyph. Touch the glyph to reveal the Masamune's secret location.





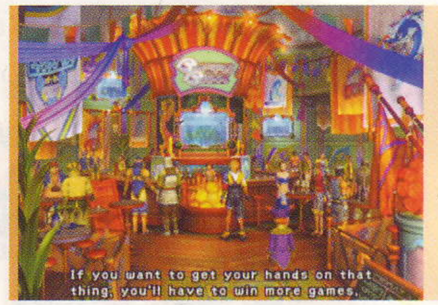
POWER UP ITEMS REQUIRED

ITEM	LOCATION
Mars Crest	Mi'ihen Highroad—Oldroad, South.
Mars Sigil	Capture 10 monsters of 10 different species in 10 different regions.

WAKKA: WORLD CHAMPION



To acquire Wakka's legendary weapon, World Champion, you must have the Celestial Mirror and talk to the bartender in the Luca Café. If she refuses to turn it over, it's because you have been neglecting to play blitzball.



POWER UP ITEMS REQUIRED

ITEM	LOCATION
Jupiter Crest	Luca; inside locker in the Aurochs' locker room.
Jupiter Sigil	Offered as a prize in blitzball league matches, but only after Wakka has the Attack Reels, Status Reels, and Aurochs Reels.

KIMAHRI: SPIRIT LANCE





To acquire Kimahri's legendary weapon, the Spirit Lance, you must activate three of the Qactuar stones on the Thunder Plains. Stand at any stone and press ◯ to see the spirit of a Qactuar released. After activating three stones, find the Qactuar ghost flying just above the ground at Thunder Plains—South, and follow it to a small, ruined lightning tower on the right side. Press ◯ to send a bolt of lightning to the tower, revealing a treasure chest holding the item.



POWER UP ITEMS REQUIRED

ITEM	LOCATION
Saturn Crest	Mt. Gagazet, columns after Seymour battle.
Saturn Sigil	Capture all the blue butterflies without touching any red ones in the butterfly hunt game in Macalania Woods.

LULU: ONION KNIGHT



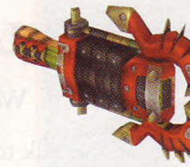
To acquire Lulu's legendary weapon, the Onion Knight, return to Baaj Temple (where Tidus first woke up) and dive underwater. Swim towards the doors to the north and fight Geosgaeno. A strategy for this boss is in the section on obtaining the aeon Anima. After defeating Geosgaeno, search the southern part of the circular underwater area and look for a treasure chest containing the weapon.



POWER UP ITEMS REQUIRED

ITEM	LOCATION
Venus Crest	The Farplane at Guadosalam.
Venus Sigil	Must evade the lightning on the Thunder Plains 200 consecutive times without being hit. Return to the front of the Travel Agency and open the chest there.

RIKKU: GODHAND

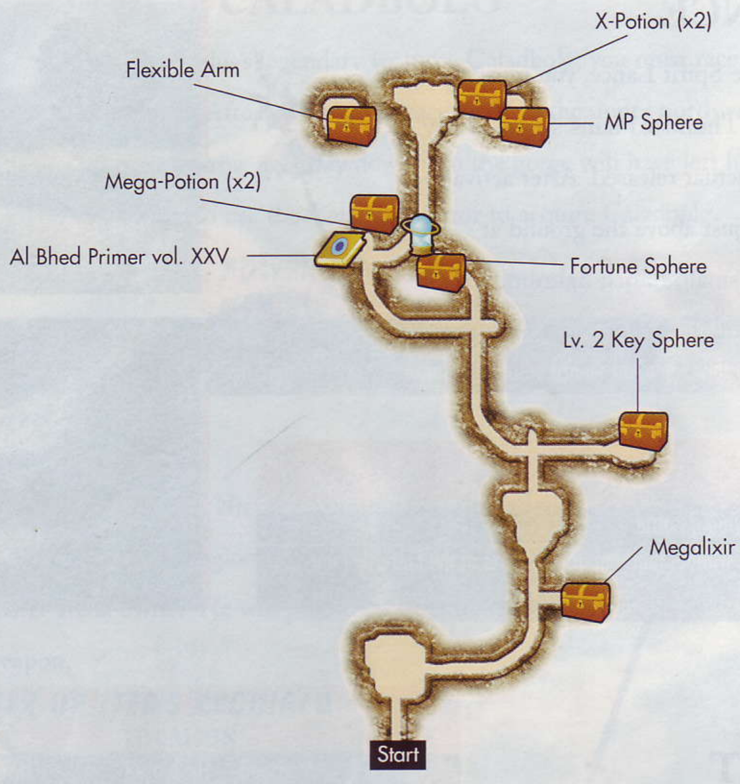


To acquire Rikku's legendary weapon, Godhand, you must input the airship password GODHAND to open a secret location at Mushroom Rock. Move north to the end of this ravine, and use the Celestial Mirror on the symbol embedded in the rock face.

POWER UP ITEMS REQUIRED

ITEM	LOCATION
Mercury Crest	In a sand whirlpool in Sanubia Desert.
Mercury Sigil	Complete the Village of the Cactuars mini-game and look for a treasure chest in the sandstorm area.

HIDDEN AEONS



YOJIMBO



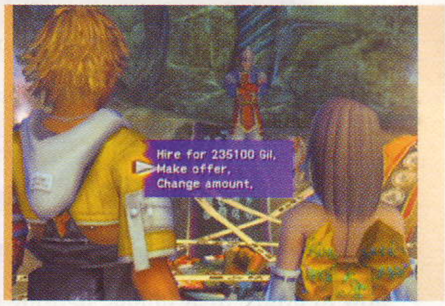
Believe it or not, there are aeons even more powerful than Bahamut. In the Calm Lands, circle past the right side of the bridge leading to Mt. Gagazet, and descend into the gorge below. To the left of the Save Sphere is the Cavern of the Stolen Fayth. Proceed through the cave until you encounter the spirit of a dead summoner. The summoner will call Yojimbo. This aeon has high physical defense but low magic defense, so hit him as often as possible with spells such as Firaga. Afterward, you can use the teleport pad there to travel to hidden chambers containing a **Flexible Arm**, an **MP Sphere**, and two **X-Potions**.

MAPS

Next, travel to the Chamber of the Fayth and speak to Yojimbo to negotiate a fee for his services. He will offer his lowest initial asking price if you choose the option "To defeat the most powerful of enemies." For your first bid, offer half of his asking price plus 1 Gil. So, if he asks for 250,000 Gil, offer 125,001 Gil. After his next offer, raise your bid by 1 Gil. By the time he proposes 205,000 Gil, he will generally accept offers below 200,000 Gil, though not much lower. If at any point you offer him at least triple his asking price, he will give you two **Teleport Spheres** in addition to his services. More information is available in the "Aeons" chapter.







ANIMA



Acquiring Anima is sort of a side quest involving several steps. Find the hidden location Baaj Temple with the airship. Run up the familiar path and dive into the water. Then prepare to finally defeat Geosgaeno, and swim toward the underwater temple entrance.

Geosgaeno: Geosgaeno attacks with Stone Punch and KO Punch, so equip Rikku, Tidus, and Wakka with armor bearing protection against petrification and death. Cast Hastega and Protect on the party, and use everyone's Overdrives.





After defeating Geosgaeno, swim north into the temple entrance. Enter the Chamber of the Fayth, where you'll find four **Mega Phoenix** items and a **Megalixir**. Approach the six statues on either side. There is one hidden item in each of Spira's six Cloisters of Trials. You should have five of these items at this point, and five of the statues in this room will activate as a result. Now you just need to get the last item from Zanarkand Dome.



Fly back to Zanarkand and enter the dome. There, a new puzzle solution is displayed on-screen. Step on the three white squares in the first room and the four in the larger chamber. This opens a panel in the first room revealing a Destruction Sphere. Place the **Destruction Sphere** into the slot to the right of the monitor in the larger chamber, and the screen will explode. Collect the **Magistral Rod**, and return to Baaj Temple.



The six statues will now resonate with the items you have collected, allowing you to enter the Chamber of the Fayth. Now this unbelievably powerful aeon is yours! Check out the "Aeons" chapter to learn more about summoning Anima into battle.

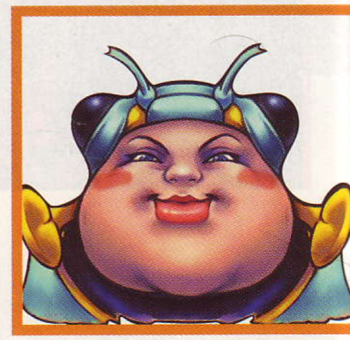
THE MAGUS SISTERS

To get the Magus Sisters, capture all of the required types of fiends on Mt. Gagazet and return to the monster arena owner in the Calm Lands. As a reward, he gives you the **Blossom Crown**. You must also possess all of the other aeons, including Yojimbo and Anima. Next, go to Remiem Temple in the Calm Lands.



After you defeat Spathi, Belgemine will give you the **Flower Scepter**. After defeating all of the aeons at Remiem Temple, use the Blossom Crown and Flower Scepter on the door in the back to unseal it and acquire the Magus Sisters. Refer to the Magus Sisters' section of the "Aeons" chapter to learn how to utilize their unique fighting style. Now all you have to do is defeat the Magus Sisters at Remiem Temple to get another item…











OMEGA RUINS





Find the Omega Ruins using the airship's search option, as described at the beginning of this section. This is a secret dungeon where powerful enemies dwell. The goal is to defeat and release the soul of the heretic Omega. However, another reason to search this area is that you can gain several Sphere Levels very quickly. The monsters here also drop lots of Lv. 3 and Lv. 4 Key Spheres.

Areas in the Omega Ruins only appear on the map as you explore them, so use the maps we've provided here. From the entrance, move into the corridors to the left or the right.

In the west corridor, follow the path up to a dormant glyph on the wall. Proceed north from there to a chamber with four treasure chests. The **Al Bhed Primer vol. XXVI** is on the floor just north of the chests. Head northwest from this room into a side corridor with another glyph. Activate this glyph and return to the dormant one. The glyph works now and it raises a bridge out to a treasure chest suspended above the central space. Collect the **Teleport Sphere** from the precipice.









At the north end of the ruins is a teleport pad. In the chamber above, the party encounters a monster called Ultima Weapon. This creature is merely a shadow of Omega Weapon, so step on the teleport pad to proceed.

ULTIMA WEAPON: Before the battle, equip armor that protects against status ailments like confusion, petrification, and silence. Try to inflict silence and darkness to hinder his magic and regular attacks. Steal from him to gain 10 **Doors to Tomorrow**, and if you can spare 1,400,000 Gil, bribe him to receive 99 **Pendulums**.





In the huge cavern that follows, a mini-boss battle awaits the party on each of the connected platforms. First, head left from the entrance for a **Friend Sphere**, and then go back to the right to make your way down. Restore the party's HP and MP before reaching the final platform.

OMEGA WEAPON: Since Omega is practically immune to every status ailment, focus instead on strengthening your own defenses. Use abilities like Shell, Haste, Focus, and other abilities to survive his mostly magical arsenal. Make sure you steal from him for 30 **Gambler's Spirits**. Have Kimahri use Lancet to learn the most powerful Ronso Rage, Nova. The treasure chest behind Omega Weapon contains a **Magic Sphere**.





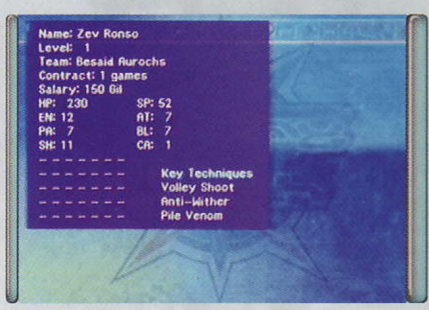
BLITZBALL STRATEGY

Blitzball is the traditional sporting event in Spira. Living in the shadow of Sin, residents need *something* to take their minds off their problems. The sport is just as popular today as it was a thousand years ago in Zanarkand.

THE BASICS

PLAYER ATTRIBUTES

Blitzball players have a set of attributes that determine how well they shoot, pass, and tackle. During your first blitzball game in Luca, you cannot see your players' stats until halftime. As you play in more tournaments later in the game, you can put your players in the best possible positions and maximize your recruiting opportunities.



GENERAL ATTRIBUTES

HIT POINTS (HP): This attribute represents a player's stamina during a match. Every action a player takes while in possession of the ball consumes HP, including passing, shooting, and even just swimming. However, players automatically regenerate HP once rid of the ball.

SPEED (SP): This attribute measures how fast a player moves during a game. A player with a high Speed attribute has a big advantage in blitzball; if your opponents can't keep up with you, you can make more accurate shots.

SALARY: Salary is the amount of Gil you pay the player for each game he or she plays with your team.

LEVEL: This is the player's current experience level, which is adjusted after every half of a match.

OFFENSIVE ATTRIBUTES

ENDURANCE (EN): Endurance represents the amount of damage a player can take from enemy defenders while he has the ball. A player with a high Endurance attribute has a better chance of breaking through several defenders. A player's Endurance is measured against the Attack attribute of the opposing team members.

PASS (PA): Passing determines how far a player can pass the ball accurately. The higher a player's Pass rating, the further he can throw the ball. A player's Pass attribute is measured against the Blocking attribute of the opposing team members.

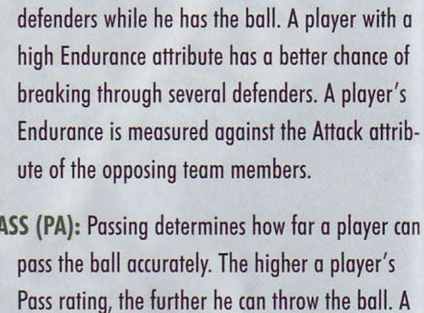
SHOOT (SH): Shooting is a measure of the speed and power at which a player can kick the ball toward the goal. A player's Shoot attribute is measured against the Block attribute of any defenders in the way, and also the Catch attribute of the goalie.

DEFENSIVE ATTRIBUTES

ATTACK (AT): A high Attack attribute can stop an enemy player in his tracks. The Attack attribute determines the strength of a defender's tackles. It comes into play when the ball carrier attempts to break through nearby defenders.

BLOCK (BL): The Block attribute indicates the likelihood that a player will intercept passes or shots by an opponent. A high Block attribute is important for defenders. A player's Block attribute is measured against the Shoot and Pass attributes of the opposing player.

CATCH (CA): The Catch attribute is only used by goalies. A goalie with a high Catch attribute has a better chance of stopping incoming shots. When a player attempts to score, his Shoot attribute is measured against the goalie's Catch ability.



THE BLITZBALL PLAYING FIELD



A circular mini-map is displayed on the right side of the screen. The map shows the positions of both teams. Each team has six members: Left Forward (LF), Right Forward (RF), Midfielder (MF), Left Defense (LD), Right Defense (RD), and Goalie (GL). Your players are indicated by green triangles, while opposing players appear as red triangles.

The player with the ball is highlighted with a colored circle around the triangle. His or her attributes are shown in the upper-right corner of the screen.

I HAVE THE BALL, BUT I CAN'T SEE!

> Since the field of vision inside the sphere pool is somewhat limited, try moving your players while watching the mini-map instead of the actual field. This should help you steer clear of opposing players a little easier.

ACTION COMMANDS

When one of your players has the ball, press the ◉ button to access the Action Commands menu. This presents you with three options from which to choose: **Pass**, **Shoot**, and **Dribble**.

SHOOTING

When a player shoots the ball, the shot's SH will decrease as the ball travels toward the goalie. Upon arrival, the remaining SH is compared to the goalie's CA. The amount of SH that a goalie's CA can subtract from your shot varies from 50% to 150%. If any SH is left after subtracting the randomized CA, then a goal is scored. If the SH is reduced to zero, the goalie catches or blocks the shot.



SH falls at the same rate as PA, so it's essential to get as close to the goal as possible to ensure a higher chance of scoring.

ENCOUNTERS

An encounter occurs when an opposing player gets close to the ball carrier. During an encounter, opposing players will position themselves between your player and the goal. Options then appear in the Breakthrough menu. In the upper-right corner, the opposing players' attributes are displayed along with your player's attributes.

After you choose an option from the Breakthrough menu, the Action Commands menu appears. You must then choose to Shoot, Pass or Dribble.

If you choose to break through the defenders, your player's EN is compared to each enemy player's AT. The amount of EN subtracted by an enemy is 50% to 150% of his AT. If your player's EN is reduced to zero, the opposing player takes possession of the ball.

If you choose to pass the ball and your player successfully breaks past one or more defenders, the Pass option then requires you to choose a receiver. Your player's PA is compared to the BL of any remaining defenders.



When attempting to pass or shoot without breaking past defenders, the BL of all who stand in the way is compared to the PA or SH of the player holding the ball. The attribute compared depends on whether you choose to pass or to shoot. It is possible that a defender will miss, taking off no PA or SH at all. If your pass's PA or shot's SH is reduced to zero, the opposing player will intercept the ball. But if there is any PA or SH left over, it powers the ball past the defenders.

PASSING

The Pass option enables you to pass the ball to one of your teammates. Press left and right on the left analog stick to scroll through the players on your team. Press the ⊗ button to confirm your selection, and the pass will be thrown. As the pass moves towards the target, its PA will drop until the ball reaches its intended receiver or until an opposing team member intercepts it.

If the pass's PA reaches zero before the ball reaches its intended target, the pass will fail. Passing is essential in getting your team in close proximity for a shot.

DON'T HOG THE BALL!

> It takes some time to get a feel for passing. You'll probably have to attempt a few passes to determine how far a player's PA will allow the ball to go.

STATUS AILMENTS

During an encounter, your player may become inflicted with a status effect from an enemy technique. Once your players know the required abilities, you can inflict enemies with status ailments, too. The three status ailments are poison, sleep, and wither.

POISON

Venom techniques poison the target, accelerating his HP loss while he has the ball, and impeding HP recovery. When afflicted with Pile Venom, a player loses shooting techniques first, followed by tackling and passing techniques.

SLEEP

Nap techniques will put the target to sleep. The target's mini-map marker turns black to indicate this. Sleeping players awaken after a certain amount of time elapses, if a goal is scored, or after being hit by a pass.

WITHER

Each Wither technique reduces one attribute of the target by half. Affected attributes are colored blue instead of yellow. The effect wears off over time or at the end of the half.

GIVE THE GOALIE A REST!

If a goalie gets put to sleep, his CA doesn't affect shots, even though it appears in the menu. Shooting at a sleeping goalie is a good way to score!

PLAYER MOVEMENT

Pressing △ during a game brings up the Movement menu. If your team has the ball, you will have three options: Auto, Manual A, and Manual B.

The computer controls player movement in Auto, the default setting. Manual A and Manual B allow you to control the player with the ball. In Manual A mode, direction of movement corresponds to the mini-map; swimming left always directs the player toward the enemy goal, while swimming right directs him toward his own goal. In Manual B mode, direction of movement depends on the current camera angle; if the camera shows the enemy goal straight ahead, pressing up on the directional pad directs the ball carrier toward it.

When you choose a Manual option, the Formation menu also appears. The default number of formations your team starts with is four, and you can earn more formations as your team level increases. The four standard formations are Normal, Mark Mode, Right Side and Left Side.

NORMAL FORMATION

Normal is basically a zone defense, where your players go after the ball carrier once he gets close, and pursue him for as long as they can keep up with him.

MARK MODE

In Mark Mode your players cover only the opponent assigned them in the pre-match setup screen, regardless of whether that opponent has the ball or not.

RIGHT SIDE OR LEFT SIDE

With Right or Left Side formations, your players play a zone defense on that side of the playing area. They leave the other side relatively undefended, but no one can get through the side they are on.



MANUAL PLAY AND USING FORMATIONS

Once you're familiar with the game, use Manual movement for greater control. If you let the ball carrier go wherever he wants, you probably won't be satisfied with the results.

Normal formation is fine the vast majority of the time. Your players cover their zones well and work adequately. When Normal formation doesn't work, set up a Mark Mode defense. This strategy requires a specific setup, but it works great against teams with only one good shooter. Locate the team's best shooter before a match, and mark two or three players on him or her. Make sure you leave your other two players unassigned, so that they will remain open when you have the ball. In effect, this renders the other team's best shooter useless.



You can also just match up your team one-by-one with their players, and your team will shut them down quite effectively. For example assign a player with high Passing ability to an opponent with a low Block attribute for best results.

ADDITIONAL FORMATIONS

You can earn other formations by playing lots of games and leveling your team up:

CENTER ATTACK: Everyone defends in the middle of the sphere pool, leaving the sides unprotected.

ALL-OUT DEFENSE: The entire team stays back in your half of the sphere pool for a solid defense. The opponents find it difficult to break through, but scoring becomes very hard for your team, too.

FLAT LINE: The entire team embarks on an all-out, offensive attack, leaving no defense.

COUNTER: A type of zone defense where your defenders and midfielder patrol the area in front of your goal, while the forwards patrol the opposing team's side. This is a very effective formation when you're winning.

DOUBLE SIDES: Everyone but the midfielder moves along their side of the sphere pool, leaving the goal open for a central charge. However, the players can force an effective pincer attack on the enemy goal.

EXPERIENCE

Players gain experience by passing, shooting, tackling, breaking past opponents, and so on. After each half, players receive experience points based on their performance, and gain levels depending on how much experience they earn. Each level increase will raise HP and possibly other attributes as well.



It's important to get everyone involved. On an unbalanced team, it becomes more difficult to earn experience for weaker players. Defenders are the most likely to fall behind.



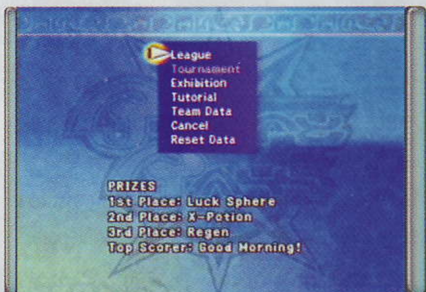
MANAGING YOUR TEAM

You can enter tournaments, and play in league and exhibition matches. If your team does really well, you can earn some great items.

BLITZBALL GAME OPTIONS

To play blitzball, choose the "Play blitzball" option at a Save Sphere anytime after the tournament in Luca; or, talk to the administrator at the registration desk in Luca.

In League and Tournament play, teams compete for prizes awarded to the first, second, and third place at the end of the season or tournament. There is also a special prize for the highest scorer of the season or tournament. If two or more players on your team tie for the most goals, they all receive the prize!



TOURNAMENTS AND PRIZES

When a tournament first opens, the prizes are randomly generated. So, if you don't like the prizes for a tournament, it's possible to generate new rewards by waiting until the next time you check in.

For this to work, continue to the next match, and then cancel out to the main blitzball screen. The tournament will not be selectable on the main blitzball menu. But after exiting back to the game, saving your data and returning to the blitzball screen, the tournament will be available again with new prizes.

EXHIBITION

Exhibition matches don't count towards league standings, and your players don't gain experience from playing, either. However, players can still learn new techniques! Exhibitions are a good way to expand your own players' skills, without letting the other teams improve.



STARTING A GAME

After choosing the type of game you want to play, you choose which players will take part in the upcoming game. You are then prompted with the following options.

SET TECHS

The Set Techs screen lets you assign special techniques to each player who is Level 3 or above. As a player gains levels, you can assign more techniques to him, up to a maximum of five.

SET MARK

The Set Mark screen lets you assign players to "mark" opposing players to learn their techniques. Techniques that you can learn appear in green. Choose a player, and then select the opposing team member. Your player will mark that player, and might learn his or her techniques during the match. Each team member can mark one opponent per half.



When you choose Mark Mode from the Formation menu during the match, your players will cover their respective marks and pursue them until you switch to a different formation.

LEARNING AND USING TECHNIQUES

As mentioned earlier, a player must be at Level 3 or higher to use techniques, so you must play a few games just to meet this requirement.

When a player becomes able to equip techniques, a blank slot appears below that player's name on the Technique setup screen.

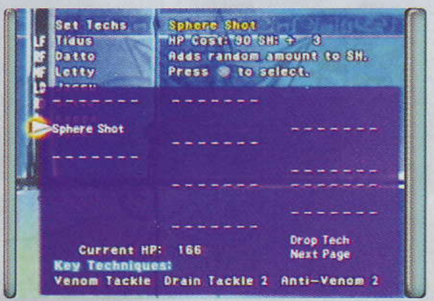
LEARNING TECHNIQUES (TECHCOPY)

For a player to learn a technique, he must wait until the marked opponent performs it. At a certain point during the execution of the technique, the word "Techcopy!" flashes in the upper-left corner of the screen. If you press ⊗ before it disappears, the player who marked the opponent has a chance of learning the technique. A chime indicates success.

If your player is too far below the level of the opponent, he cannot learn the technique. You do not have to be in the Mark formation to capture a technique. In fact, the player trying to learn the technique doesn't have to be close to the marked player at all. As long as the mark was set before the half, it is possible to learn the technique.

TIPS FOR SUCCESSFUL TECHCOPY

- Don't set more than two of your players to mark a single enemy, because only one player can successfully learn a technique at a time.
- Let the enemy perform the technique. If you mark an opposing team's player to learn his "Volley Shot," make sure he shoots at least once.



- Remember to take players' levels into consideration. If a Level 5 player is trying to learn a technique from a Level 12 player, he won't have much luck.
- Don't forget that the sixth player on the opposing team's list is the goalie.

USING TECHNIQUES

Once your players learn techniques, they must equip them before each half in order to use them during the match. Different techniques do different things and are used in different situations. Some are performed automatically, others are constantly in effect, and still others help with offense or defense.

To use offensive techniques like Nap Pass or Jecht Shot, simply choose the appropriate command from the Action Commands menu. Any techniques available are displayed next to the corresponding HP cost.

Techniques can be used on defense as well. A new menu appears when an opponent has the ball and attempts to break past your player.

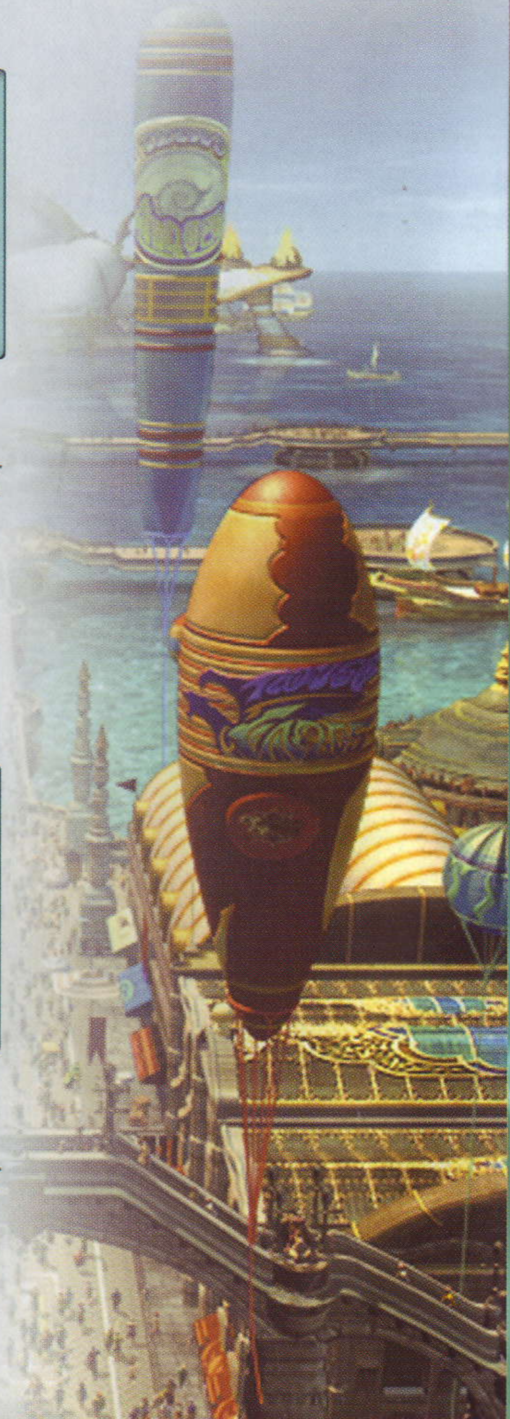
Automatic techniques have a chance of triggering when necessary, and they incur any applicable HP cost when performed.



Some techniques are always active. They cost HP to equip, but cost no additional HP during a game. However, they're nearly impossible to learn since they do not activate during a match.

KEY TECHNIQUES

Select one of your team members on the team data screen, and three techniques are listed below them. These are the player's **key techniques**. Each time a player learns a key technique, more techniques become available for him to learn. Key techniques must be learned in a certain order. If the first one is not learned, the second one will not become available even if an opponent possesses it.



LEARNING KEY TECHNIQUES

Before every game, check the opposing team to see if there are any new key techniques to learn. Mark any that your team can use.

If your team needs tackle techniques, then send a forward with high Endurance after the opponents with these techniques. If you need a pass technique, let an opponent with that technique steal the ball from your players a few times. Usually, he or she will try to pass immediately, and you can learn the pass technique.

NAP TECHNIQUES

Consider obtaining the technique Nap Tackle for your entire team. Also, try equipping Nap Pass on a player with a high Passing attribute. Even if opponents' Block attributes are high, that player should be able to put some of them to sleep.



SHOTS

The only players who need shot techniques are your forwards, and two of the best in the game are Jecht Shot and Sphere Shot. Jecht Shot is overpowering, removing two defenders and adding five points to the Shoot attribute.

PASSES

A Nap Pass from a player with a high PA is deadly. Also, give defenders a decent pass technique. If they steal the ball, they'll need the ability to pass the ball to your forwards.

OTHERS

Anti-status skills are good to equip on players if you have the space. In particular, forwards need Anti-Venom techniques.

TACKLES

Everyone on the team needs a tackle technique. Any status-inflicting tackle will be helpful during any game.

GOALIE TIPS

Your goalie should acquire the Super Goalie technique as soon as possible. The CA attribute is superb and goalies rarely use HP for anything else. Anti-Nap is also a good choice.

BLITZBALL TECHNIQUES

TECHNIQUE	DESCRIPTION
Anti-Drain	HP Cost: 10, 50% chance. Prevents HP drain.
Anti-Drain 2	HP Cost: 50, 100% chance. Prevents HP drain.
Anti-Nap	HP Cost: 40, 50% chance. Blocks sleep.
Anti-Nap 2	HP Cost: 210. 100% chance. Blocks sleep.
Anti-Venom	HP Cost: 5, 50% chance. Blocks poison.
Anti-Venom 2	HP Cost: 50, 100% chance. Blocks poison.
Anti-Wither	HP Cost: 30, 50% chance. Prevents stat reduction.
Anti-Wither 2	HP Cost: 200. 100% chance. Prevents stat reduction.
Aurochs Spirit	HP Cost: 600, SH +10, Sum of original Aurochs' SH on team added to Wakka's!
Brawler	HP Cost: 10, 60% chance. Participate in encounters from farther away.
Drain Tackle	HP Absorbed: 30, AT +0, Absorb HP. Own HP must be over 30. 40% chance.
Drain Tackle 2	HP Absorbed: 150, AT +0, Absorb HP. Own HP must be over 150. 70% chance.
Drain Tackle 3	HP Absorbed: 500, AT +0, Absorb HP. Own HP must be over 500. 100% chance.
Elite Defense	Equip HP Cost: 5, Find and intercept ball carrier from farther away.

TECHNIQUE	DESCRIPTION
Gamble	HP Cost: 300, 50% chance. Stat randomized after waking. Press ⊗ to select.
Golden Arm	Equip HP Cost: 30, AT +0, Slows SH & PA decrease during passes and shots.
Good Morning!	HP Cost: 80, 50% chance. Powers up player after waking up from sleep.
Grip Gloves	HP Cost: 30, Raises goalkeeper's ball control ability.
Hi-Risk	Equip HP Cost: 300, Lowers all stats to 1/2, but doubles experience points.
Invisible Shot	HP cost: 220, SH +3, 60% chance. Ball disappears on way to goal. Control with left stick.
Jecht Shot	HP Cost: 120, SH +5, Knocks away up to 2 opposing players.
Jecht Shot 2	HP Cost: 999, SH +10, Invisible Shot, Knocks away 3 opposing players.
Nap Pass	HP Cost: 40, PA +3, Puts opponents to sleep. 30% chance.
Nap Pass 2	HP Cost: 200, PA +5, Puts opponents to sleep. 60% chance.
Nap Pass 3	HP Cost: 510, PA +7, Puts opponents to sleep. 100% chance.
Nap Shot	HP Cost: 45, SH +3, Puts goalkeeper to sleep. 40% chance.
Nap Shot 2	HP Cost: 80, SH +5, Puts goalkeeper to sleep. 70% chance.
Nap Shot 3	HP Cost: 350, SH +7, Puts goalkeeper to sleep. 100% chance.
Nap Tackle	HP Cost: 40, AT +3, Puts target to sleep if EN is reduced to 0. 100% chance.
Nap Tackle 2	HP Cost: 90, AT +5, Puts target to sleep if EN is reduced to 0. 100% chance.
Nap Tackle 3	HP Cost: 180, AT +7, Puts target to sleep if EN is reduced to 0. 100% chance.
Pile Venom	Equip HP Cost: 30, Cumulate poison effects.
Pile Wither	Equip HP Cost: 70, Cumulate the effects of stat-lowering techniques.
Regen	Equip HP Cost: 50, Speeds up HP recovery when not carrying the ball.
Sphere Shot	HP Cost: 90, SH +3, Adds random amount to SH. Press ⊗ to select.
Spin Ball	Hp Cost: 30, Puts spin on the ball. Harder for goalkeeper to catch.
Super Goalie	HP Cost: 30+, 60% chance. Adds random amount to CA. Press ⊗ to select.
Tackle Slip	HP Cost: 40, 40% chance. Evade Tackles. Player may be disoriented after evading.
Tackle Slip 2	HP Cost: 170, 80% chance. Evade Tackles. Player may be disoriented after evading.
Tech Find	Prize: Unlocks almost any slot in a character's skill list.
Venom Pass	HP Cost: 40, PA +3, Poisons opponents. 30% chance.
Venom Pass 2	HP Cost: 120, PA +5, Poisons opponents. 60% chance.
Venom Pass 3	HP Cost: 250, PA +7, Poisons opponents. 100% chance.
Venom Shot	HP Cost: 20, SH +3, Poisons goalkeeper. 40% chance.
Venom Shot 2	HP Cost: 35, SH +5, Poisons goalkeeper. 70% chance.
Venom Shot 3	HP Cost: 100, SH +7, Poisons goalkeeper. 100% chance.
Venom Tackle	HP Cost: 30, AT +3, Inflicts poison. 40% chance.
Venom Tackle 2	HP Cost: 70, AT +5, Inflicts poison. 70% chance.
Venom Tackle 3	HP Cost: 160, AT +7, Inflicts poison. 100 % chance.
Volley Shot	HP Cost: 10, Player can shoot free balls unblocked. 50% chance.
Volley Shot 2	HP Cost: 40, Player can shoot free balls unblocked. 75% chance.
Volley Shot 3	HP Cost: 250, Player can shoot free balls unblocked. 100% chance.
Wither Pass	HP Cost: 40, PA +3, Lowers opponents' EN, AT, and BL. 30% chance.
Wither Pass 2	HP Cost: 180, PA +5, Lowers opponents' EN, AT, and BL. 60% chance.
Wither Pass 3	HP Cost: 4400, PA +7, Lowers opponents' EN, AT, and BL. 100% chance.
Wither Shot	HP Cost: 30, SH +3, Lowers goalie's BL and CA. 40% chance.
Wither Shot 2	HP Cost: 180, SH +5, Lowers goalie's BL and CA. 70% chance.
Wither Shot 3	HP Cost: 390, SH +7, Lowers goalie's BL and CA. 100% chance.
Wither Tackle	HP Cost: 8, AT +3, Lowers target's EN, PA, and SH. 40% chance.
Wither Tackle 2	HP Cost: 80, AT +5, Lowers target's EN, PA, and SH. 70% chance.
Wither Tackle 3	HP Cost: 250, AT +7, Lowers target's EN, PA, and SH. 100% chance.

RECRUITING AND SCOUTING

There are many players scattered throughout Spira who you can scout and add to your team. To recruit a new player, press ■ when facing someone. If he plays blitzball, his statistics will appear. Players from other teams are usually under contract for a certain number of games. If the player is a free agent, this will be indicated. If the player is available, press ✕ to hire him. You then need to determine the number of games you want to hire the player for.

When the contract with a player expires, you are given the opportunity to renew it. If you decline, he leaves the team. To rehire the same player at a later date, you must return to him and repeat the process again.



Opposing teams also have to rehire players when their contracts expire. If there's a good player you want with just a few games left on his contract, keep it in mind and return later.

TEAM LEVEL

After winning five matches, your team level increases. New formations may become available. Your scouting level might also increase.

SCOUTING LEVEL

Each time your scouting level increases, you gain access to more information when you scout players. At scouting Level 2, you can see the player's attributes. At Level 3, you can view his equipped techniques.

Level 4 is the highest attainable level. At that point, all the techniques the potential player has learned and is capable of learning are shown.

GENERAL TEAM STRATEGIES

The following section contains some general information and strategy on creating a powerful blitzball team.

TIPS FOR STARTING YOUR TEAM

If Tidus didn't acquire the Jecht Shot technique while aboard the S.S. Winno, return there and try again. This is absolutely one of the best techniques.

You can only gain the Jecht Shot 2 as a prize from a League or Tournament game. Tidus can learn it after he has acquired all three of his key techniques.

Some of the best blitzers are in Luca, especially on the docks. Scout them before you leave town. The Besaid Aurochs stay in the locker room in Basement A, if you ever need to rehire them.

MAKING A WINNING TEAM

Since most games are won by scoring lots of goals, you need at least two forwards with high Shoot attributes. Fortunately, Tidus fills that requirement, so you only need to find one other good forward. A high Endurance attribute is also a plus. After finding two players with the aforementioned attributes, assign them to your Left Forward and Right Forward positions. For the Midfielder position, assign a player with a high Passing attribute.

On the defensive side, make sure one of your two defenders has a decent Passing attribute. Your defenders don't need a high Shoot attribute, but decent Endurance and Speed attributes do help.

Choosing a goalie is a no-brainer. Find the person with the highest Catching ability and hire him. The sooner he learns goalie techniques, the better.

Make sure each team member gains experience by getting everyone involved in the game. Level up your goalie by having him stop shots.

Speed is important in blitzball. If the other team can't catch up to your players, your team will encounter little resistance. The only player who doesn't need a high Speed attribute is your goalie.

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BESAID AUROCHS

TIDUS



KEY TECHNIQUES
Venom Tackle, Drain Tackle, Anti-Venom 2

LOCATION
N/A

LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	132	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	61	61	61	62	62	63	63	64	64	65	66	67	67
EN	10	12	16	19	23	27	30	34	37	41	45	52	59	66	73	80
AT	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	23
PA	3	4	6	8	10	12	14	16	18	20	23	27	32	38	44	49
BL	2	2	3	4	5	6	7	8	9	10	11	12	14	16	18	19
SH	10	13	17	21	25	29	33	37	41	44	48	55	61	67	73	78
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

DATTO



KEY TECHNIQUES
Wither Shot, Anti-Venom, Wither Shot 2

LOCATION
Luca Stadium—Aurochs Locker Room

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	205	376	578	811	1074	1368	1693	2049	2435	2852	3779	4828	6001	7296	8567
SP	60	63	67	70	74	76	79	81	84	85	87	90	91	92	91	90
EN	12	15	18	21	24	27	30	32	35	38	41	46	51	56	61	65
AT	2	2	3	4	5	6	7	8	9	10	12	14	17	20	23	26
PA	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	34
BL	2	2	2	3	3	4	5	6	7	8	9	12	15	18	22	26
SH	8	10	13	16	19	21	24	27	30	32	35	41	46	52	57	62
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

LETTY



KEY TECHNIQUES
Wither Tackle, Nap Pass, Venom Pass 3

LOCATION
Luca Stadium—Aurochs Locker Room

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	95	223	411	633	887	1173	1492	1843	2227	2643	3092	4087	5212	6467	7852	9209
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	7	8	10	12	14	16	19	21	24	26	29	35	41	47	54	61
AT	5	6	7	8	9	10	12	13	15	16	18	21	25	29	33	37
PA	10	13	16	19	22	25	29	32	36	39	43	51	58	66	75	83
BL	5	6	8	10	12	13	15	17	19	20	22	26	29	33	36	39
SH	4	5	6	8	9	11	12	14	16	17	19	23	27	31	35	39
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



JASSU



KEY TECHNIQUES

Wither Tackle, Wither Tackle 2, Nap Tackle 2

LOCATION

Luca Stadium—Aurochs Locker Room

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	239	448	695	982	1307	1672	2075	2518	2999	3520	4678	5992	7462	9088	9999
SP	63	63	63	63	64	64	64	64	65	65	65	66	66	67	67	67
EN	7	10	13	16	19	21	24	26	28	30	31	34	36	37	37	37
AT	10	11	12	13	15	16	18	19	21	23	25	29	34	39	45	50
PA	7	8	10	12	14	16	18	20	23	25	27	32	37	42	47	52
BL	5	6	7	9	10	12	13	15	17	19	21	25	29	34	39	44
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

BOTTA



KEY TECHNIQUES

Venom Shot, Venom Pass 2, Nap Tackle

LOCATION

Luca Stadium—Aurochs Locker Room

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	105	304	573	864	1177	1514	1873	2254	2658	3084	3533	4498	5553	6698	7933	9121
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	3	4	5	6	7	8	10	11	12	14	16	19	22	26	30	34
AT	10	11	12	13	14	16	17	19	21	22	24	28	32	37	41	46
PA	6	7	8	9	10	11	13	14	15	17	18	21	24	27	30	33
BL	5	7	9	11	13	16	18	21	24	27	30	36	42	49	57	64
SH	1	2	3	4	5	6	7	8	9	11	12	15	17	20	23	26
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

KEEPA



KEY TECHNIQUES

Super Goalie, Volley Shoot, Anti-Wither

LOCATION

Luca Stadium—Aurochs Locker Room

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	260	391	742	1014	1306	1619	1952	2306	2680	3075	3926	4859	5874	6971	8028
SP	54	54	54	54	54	54	54	54	54	54	54	53	53	53	53	53
EN	4	5	7	8	10	12	14	15	17	19	22	26	30	35	40	45
AT	2	2	2	2	2	3	3	4	5	6	7	9	12	15	18	22
PA	2	3	4	5	6	7	8	9	10	11	13	15	17	19	21	23
BL	4	4	4	5	6	7	8	10	12	15	17	23	30	39	48	57
SH	1	1	1	1	1	1	1	1	2	2	4	9	18	35	63	99
CA	5	8	11	14	17	20	22	25	27	29	31	34	36	38	39	39

LUCA GOERS



BICKSON

KEY TECHNIQUES

Wither Shot, Nap Pass, Anti-Nap

LOCATION

Luca Harbor—Number 3 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	140	307	530	767	1020	1287	1570	1867	2180	2507	2850	3580	4370	5220	6130	7000
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	12	15	18	21	24	26	29	31	33	34	36	38	40	41	40	40
AT	3	4	5	6	7	8	9	11	12	14	15	18	22	26	29	33
PA	5	6	8	9	10	12	13	14	15	16	18	20	21	23	24	25
BL	2	2	3	4	5	6	7	8	9	10	11	12	14	16	18	19
SH	12	15	18	22	25	27	30	32	35	36	38	41	43	44	45	45
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



ABUS

KEY TECHNIQUES

Grip Gloves, Venom Tackle 2, Venom Shot 3

LOCATION

Luca Harbor—Number 3 Dock

LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	130	297	520	757	1010	1277	1560	1857	2170	2497	2840	3570	4360	5210	6120	6990
SP	60	60	60	60	60	60	60	60	60	60	61	61	61	61	61	61
EN	9	19	17	21	24	28	31	33	36	38	40	43	45	45	45	44
AT	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	23
PA	4	5	7	8	9	11	12	13	14	15	17	19	20	22	23	24
BL	1	1	2	3	4	5	5	6	7	8	9	10	12	13	15	16
SH	13	15	18	21	23	26	28	30	32	34	35	38	40	41	42	43
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



GRAAV

KEY TECHNIQUES

Venom Pass, Tackle Slip, Drain Tackle 2

LOCATION

Luca Harbor—Number 3 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	207	302	550	812	1090	1382	1690	2012	2350	2702	3070	3850	4690	5590	6550	7465
SP	60	60	60	60	60	60	60	61	61	61	61	61	62	62	62	62
EN	9	10	13	16	19	22	25	27	30	32	34	38	41	43	45	46
AT	8	9	11	13	15	17	19	20	22	23	24	26	27	28	28	28
PA	13	14	18	21	25	28	30	33	35	37	39	42	43	44	44	44
BL	8	9	13	16	20	22	25	27	30	31	33	36	37	38	37	36
SH	8	9	12	14	17	19	21	22	24	26	27	29	31	32	33	33
CA	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	21



DORAM



KEY TECHNIQUES

Wither Tackle, Nap Tackle, Volley Shot

LOCATION

Luca Harbor—Number 3 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	142	312	542	792	1062	1352	1662	1992	2342	2712	3102	3942	4862	5862	6942	7982
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	3	4	6	7	9	10	12	13	15	16	18	21	24	27	30	32
AT	9	11	14	17	19	22	24	26	28	29	31	34	36	37	38	38
PA	7	9	12	15	18	20	23	25	27	29	31	34	37	39	41	42
BL	5	8	11	14	17	19	22	24	26	28	29	32	34	35	36	36
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

BALGERDA



KEY TECHNIQUES

Nap Tackle, Anti-Wither, Drain Tackle

LOCATION

Luca Harbor—Number 3 Dock

LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	141	285	541	817	1114	1431	1769	2127	2506	2905	3325	4226	5209	6274	7421	8523
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	5	6	7	8	9	10	12	13	14	16	18	21	24	28	32	36
AT	9	11	14	17	20	23	25	27	29	31	33	35	37	38	38	38
PA	9	11	14	17	20	23	25	27	29	31	32	35	36	37	37	36
BL	8	9	11	14	16	18	19	21	23	24	25	27	28	23	23	23
SH	1	1	2	2	3	4	5	5	6	7	8	10	12	14	17	19
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

RAUDY



KEY TECHNIQUES

Grip Gloves, Gamble, Tackle Slip 2

LOCATION

Luca Harbor—Number 3 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	142	309	532	769	1022	1289	1572	1869	2182	2509	2852	3582	4372	5222	6132	7002
SP	60	60	61	61	62	62	63	63	64	64	65	66	67	68	69	69
EN	4	5	6	7	9	11	13	15	18	21	24	30	37	45	54	63
AT	2	2	2	2	2	3	3	4	4	5	6	7	9	11	14	16
PA	2	6	4	5	6	7	8	9	10	11	12	14	16	18	20	21
BL	4	5	7	9	10	12	14	15	17	19	21	24	27	31	34	37
SH	1	2	4	5	7	8	10	11	13	14	16	19	22	25	28	30
CA	8	10	12	14	16	19	21	23	25	27	29	33	37	41	45	48

KILIKA BEASTS



LARBEIGHT

KEY TECHNIQUES

Wither Shot, Anti-Nap, Tackle Slip 2

LOCATION

Kilika Port—Docks

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	129	181	345	557	819	1129	1489	1897	2355	2861	3417	4675	6129	7779	9625	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	10	11	14	17	20	23	26	30	33	37	41	49	58	68	78	87
AT	2	3	6	8	11	13	16	18	21	23	26	31	36	41	46	50
PA	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	22
BL	2	2	2	3	3	4	5	6	7	8	9	12	15	18	22	26
SH	9	10	12	15	18	21	24	28	32	36	40	50	60	72	84	96
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



ISKEN

KEY TECHNIQUES

Wither Pass, Wither Tackle, Wither Tackle 2

LOCATION

Kilika Port—House

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	136	189	354	565	823	1127	1478	1875	2319	2809	3346	4559	5958	7843	9314	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	11	12	15	19	22	26	29	33	38	42	47	56	67	78	91	99
AT	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
PA	4	5	6	8	9	10	12	13	14	16	17	20	22	25	28	30
BL	5	5	6	7	7	8	9	9	10	11	12	13	14	16	17	18
SH	8	9	11	14	17	20	23	26	30	33	37	45	53	63	72	81
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



VUROJA

KEY TECHNIQUES

Wither Tackle, Nap Pass, Anti-Nap

LOCATION

Kilika Port—Docks

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	139	191	355	567	829	1139	1499	1907	2365	2871	3427	4685	6139	7789	9635	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	7	8	10	12	14	17	19	22	25	28	32	39	41	56	66	75
AT	6	7	9	11	13	15	17	20	22	25	27	32	37	43	49	54
PA	9	10	13	16	20	23	27	31	36	40	45	56	67	80	93	99
BL	6	7	8	9	11	13	15	17	20	23	26	32	39	47	56	65
SH	4	5	6	7	9	10	11	12	14	15	16	19	21	24	26	28
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



KULUKAN



KEY TECHNIQUES

Drain Tackle, Nap Pass, Venom Tackle 3

LOCATION

Kilika Port—Tavern

LV	5	7	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	316	439	668	931	1225	1551	1909	2299	2721	3175	4179	5311	6571	7959	9317
SP	—	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	—	4	4	4	5	6	6	8	9	10	12	15	20	25	30	36
AT	—	9	11	13	15	17	20	22	25	28	31	37	43	50	57	64
PA	—	15	16	19	21	24	28	31	35	39	43	52	62	73	85	96
BL	—	6	7	8	10	12	14	16	19	22	25	31	38	46	55	64
SH	—	1	2	2	3	4	4	5	6	7	8	9	11	14	16	18
CA	—	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

DEIM



KEY TECHNIQUES

Venom Tackle, Wither Pass, Pile Wither

LOCATION

Kilika Temple—Great Hall

LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	122	204	374	590	849	1152	1499	1890	2325	2804	3327	4505	5859	7389	9095	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	4	5	7	9	10	12	14	15	17	19	21	24	27	31	34	37
AT	8	9	12	15	18	20	23	25	27	29	32	35	39	42	44	46
PA	5	7	9	12	14	17	21	24	28	32	36	45	55	66	78	89
BL	6	7	8	9	11	13	15	17	20	22	25	31	38	46	54	69
SH	1	1	1	2	2	3	4	4	5	6	7	8	10	12	14	16
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

NIZARUT



KEY TECHNIQUES

Venom Shot, Anti-Wither, Anti-Nap

LOCATION

Kilika Temple—Great Hall

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	222	410	622	860	1122	1410	1722	2060	2422	2810	3660	4610	5660	6810	7930
SP	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57
EN	2	3	5	7	9	11	14	16	19	21	24	30	36	42	49	56
AT	2	2	2	3	4	5	6	8	10	12	14	20	26	34	42	51
PA	6	8	10	12	14	16	18	20	22	24	26	30	34	38	42	45
BL	4	4	4	5	6	7	9	11	13	16	19	25	33	42	52	62
SH	3	3	3	3	3	3	3	3	3	3	4	6	11	19	32	50
CA	6	7	9	11	13	15	18	20	23	25	28	34	40	46	53	60

AL BHED PSYCHES

EIGAAR



KEY TECHNIQUES

Venom Tackle, Spin Ball, Volley Shot 3

LOCATION

Airship—Corridor

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	186	258	463	704	982	1296	1647	2034	2458	2918	3415	4518	5767	7162	8703	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	13	15	19	22	24	27	28	30	32	33	35	37	40	42	44	46
AT	3	4	6	9	11	13	15	17	18	20	22	24	27	29	30	31
PA	9	11	16	20	24	28	31	34	37	39	42	45	47	48	48	47
BL	12	13	16	19	21	23	26	28	30	32	34	38	41	43	46	47
SH	12	15	20	25	28	32	34	37	39	42	44	48	52	55	58	61
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

BLAPPA



KEY TECHNIQUES

Elite Defense, Drain Tackle, Nap Shot

LOCATION

Airship—Corridor

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	186	257	459	697	970	1277	1620	1997	2410	2857	3340	4410	5620	6970	8460	9920
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	13	14	17	21	24	27	30	33	35	38	41	45	50	54	57	60
AT	5	6	8	10	11	13	14	15	15	16	17	19	20	21	22	23
PA	9	11	15	19	22	25	28	31	33	35	37	39	40	40	39	37
BL	11	12	15	17	19	22	24	26	27	29	31	33	35	37	38	38
SH	13	16	21	25	29	32	34	37	39	41	43	47	50	54	57	59
CA	1	1	1	1	2	2	2	3	3	4	5	6	8	9	11	13

BERRIK



KEY TECHNIQUES

Venom Tackle, Wither Tackle 2, Elite Defense

LOCATION

Airship—Corridor

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	205	275	473	701	962	1253	1577	1931	2318	2735	3185	4178	5297	6542	7913	9254
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	8	9	12	15	18	21	24	26	29	31	34	39	44	48	52	56
AT	10	11	14	16	19	21	23	25	27	29	31	34	37	40	42	43
PA	12	14	18	22	26	30	34	37	41	44	47	53	58	62	66	69
BL	11	12	15	18	21	23	25	28	30	32	34	38	41	44	46	48
SH	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



JUDDA



KEY TECHNIQUES

Anti-Nap, Wither Tackle, Anti-Wither

LOCATION

Airship—Corridor

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	125	276	494	742	1023	1334	1678	2052	2459	2896	3366	4399	5558	6843	8254	9631
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	9	12	16	20	23	27	30	33	36	39	42	46	51	55	58	60
AT	11	13	16	19	22	24	27	29	31	33	36	39	43	46	48	50
PA	7	11	15	20	24	28	32	36	39	43	47	53	60	66	71	76
BL	10	10	10	11	12	14	15	17	19	21	24	90	97	44	53	61
SH	1	1	2	2	3	3	4	4	5	5	6	7	8	9	10	10
CA	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	22

LAKKAM



KEY TECHNIQUES

Venom Tackle, Nap Pass, Tackle Slip

LOCATION

Airship—Corridor

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	6	7	9	11	14	16	19	21	24	27	31	37	45	53	61	70
AT	10	12	15	17	20	22	25	27	29	31	33	37	41	44	47	49
PA	13	20	25	30	33	37	39	42	44	47	49	53	57	60	63	66
BL	10	10	11	11	13	14	16	18	20	23	26	32	40	49	59	68
SH	1	1	1	2	3	3	4	5	6	7	8	10	13	16	19	22
CA	1	1	1	1	2	3	3	4	5	6	7	9	12	15	18	21

NIMROOK



KEY TECHNIQUES

Venom Tackle, Venom Tackle 2, Anti-Drain

LOCATION

Airship—Corridor

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	95	237	439	669	927	1213	1527	1869	2239	2637	3063	3999	5047	6207	7479	8719
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	5	6	8	11	13	16	19	22	26	29	33	42	51	61	72	83
AT	10	13	16	17	18	19	20	21	22	22	23	24	25	25	26	27
PA	2	3	5	6	8	9	11	12	14	15	17	20	23	26	29	31
BL	4	4	4	4	5	5	6	7	8	10	11	14	18	23	28	33
SH	1	1	2	3	4	5	6	7	8	9	11	13	16	18	21	24
CA	18	19	20	21	23	24	26	28	30	33	35	40	46	53	60	67

BASIK RONSO



KEY TECHNIQUES

Nap Shot, Venom Tackle, Invisible Shot

LOCATION

Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	274	421	781	1131	1471	1801	2121	2431	2731	3021	3301	3831	4321	4771	5181	5515
SP	40	40	40	40	40	41	41	41	41	41	42	42	42	43	43	43
EN	17	18	20	22	24	26	29	32	35	38	42	50	58	68	78	88
AT	5	6	8	10	12	15	17	19	21	23	26	30	34	39	43	47
PA	3	3	34	5	5	6	7	7	8	9	10	11	12	14	15	16
BL	2	3	5	6	8	9	11	12	14	15	17	20	23	26	29	31
SH	9	11	16	21	26	31	35	40	44	48	52	59	65	71	76	80
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

ARGAI RONSO



KEY TECHNIQUES

Wither Tackle, Venom Pass 2, Anti-Drain

LOCATION

Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	329	476	836	1186	1526	1856	2176	2486	2786	3076	3356	3886	4376	4826	5236	5570
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	16	17	19	21	23	26	28	31	34	37	41	48	56	65	75	84
AT	5	6	8	9	11	12	14	15	17	18	20	23	26	29	32	34
PA	5	6	7	9	10	12	13	14	16	17	19	21	24	27	30	32
BL	4	4	6	8	9	11	13	14	16	18	20	23	26	30	33	36
SH	10	13	19	25	31	36	41	46	50	54	58	65	70	75	78	80
CA	1	1	1	2	2	3	3	4	5	5	6	8	10	12	14	16

GAZNA RONSO



KEY TECHNIQUES

Venom Pass, Drain Tackle, Volley Shot 2

LOCATION

Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	389	547	936	1917	1691	2057	2416	2767	3111	3447	3776	4411	5016	5591	6136	6600
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	20	20	20	20	21	22	23	24	26	28	30	34	39	45	52	59
AT	7	8	9	10	12	13	15	17	19	22	24	29	35	42	49	56
PA	11	12	15	17	20	22	25	27	30	32	35	40	45	50	55	59
BL	5	5	7	9	11	13	15	17	19	21	23	28	32	97	42	47
SH	4	5	6	7	8	9	10	11	12	13	14	16	18	20	22	24
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



NUVY RONSO



KEY TECHNIQUES

Venom Tackle, Volley Shot, Tackle Slip

LOCATION

Luca Harbor—Number 4 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	214	472	788	1098	1402	1700	1992	2278	2558	2832	3100	3618	4112	4582	5028	5408
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	11	12	13	15	17	19	21	24	27	30	33	41	49	59	69	79
AT	12	13	14	15	17	18	20	22	24	27	29	35	41	47	55	62
PA	7	9	12	15	17	20	24	27	30	34	37	45	53	61	70	79
BL	4	6	8	11	13	15	18	20	22	24	26	30	34	37	40	43
SH	1	1	1	2	2	3	4	4	5	6	7	8	10	12	14	16
CA	1	1	1	2	3	3	4	5	5	6	7	9	11	13	16	18

IRGA RONSO



KEY TECHNIQUES

Pile Wither, Wither Tackle 3, Super Goalie

LOCATION

Luca Harbor—Number 4 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	230	528	896	1258	1616	1968	2316	2658	2996	3328	3656	4296	4916	5516	6096	6600
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	14	14	14	15	17	19	21	23	26	30	34	42	53	65	78	92
AT	9	10	12	14	16	18	20	22	25	28	31	37	44	51	59	67
PA	7	8	10	12	15	17	20	23	27	30	34	43	52	63	74	85
BL	8	11	14	17	20	23	26	29	31	34	36	41	45	49	52	55
SH	1	1	2	3	4	5	6	6	7	8	9	11	12	14	16	17
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

ZAMZI RONSO



KEY TECHNIQUES

Spin Ball, Super Goalie, Invisible Shot

LOCATION

Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	339	488	854	1214	1568	1916	2258	2594	2924	3248	3566	4184	4778	5348	5894	6364
SP	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40
EN	15	15	15	15	16	16	17	18	19	21	22	25	29	34	39	44
AT	2	2	2	2	2	2	3	3	3	4	5	6	7	9	11	13
PA	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	22
BL	7	9	12	15	18	21	24	26	29	31	34	38	42	45	48	50
SH	1	1	1	1	1	1	2	2	2	3	3	4	5	6	8	9
CA	9	10	11	13	15	17	19	21	23	25	27	32	37	43	49	55

GUADO GLORIES

GIERA GUADO



KEY TECHNIQUES

Venom Shot, Nap Shot, Pile Venom

LOCATION

Guadosalam

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	110	245	440	665	920	1205	1520	1865	2240	2645	3080	4040	5120	6320	7640	8930
SP	75	75	75	75	75	75	75	76	76	76	76	76	77	77	77	77
EN	12	12	12	12	13	14	15	16	18	20	22	26	31	37	44	51
AT	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	22
PA	10	13	17	20	24	27	31	34	38	41	45	52	59	66	73	79
BL	6	10	14	17	19	22	23	25	27	28	30	32	35	37	39	41
SH	11	14	17	20	23	26	29	32	35	38	41	47	53	59	65	70
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

ZAZI GUADO



KEY TECHNIQUES

Anti-Venom, Wither Shot 2, Anti-Venom 2

LOCATION

Guadosalam—House

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	120	253	445	669	910	1183	1485	1813	2170	2553	2965	3870	4885	6010	7245	8450
SP	75	75	75	75	75	75	75	76	76	76	76	76	77	77	77	77
EN	12	12	12	12	13	14	15	16	18	20	22	26	31	37	44	51
AT	3	3	4	4	5	5	6	6	7	7	8	9	10	11	12	12
PA	11	14	18	22	26	29	33	36	39	42	46	51	57	62	66	70
BL	7	11	14	16	18	20	22	23	24	26	27	29	31	33	35	36
SH	12	14	17	19	22	25	27	30	33	35	38	43	49	54	59	64
CA	1	1	2	2	3	4	5	6	7	7	9	11	13	16	19	21

NAVARA GUADO



KEY TECHNIQUES

Drain Tackle, Super Goalie, Nap Tackle 2

LOCATION

Guadosalam

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	221	404	611	840	1091	1365	1661	1980	2321	2685	3480	4365	5340	6405	7440
SP	57	57	57	57	58	58	59	60	61	62	64	67	70	74	79	84
EN	7	7	7	8	9	10	12	14	16	19	22	28	36	45	55	65
AT	5	6	7	8	10	11	13	15	17	20	22	27	33	40	47	54
PA	16	20	24	28	32	36	39	42	45	48	51	55	59	62	64	65
BL	14	14	14	15	16	18	20	22	25	28	31	39	48	58	70	82
SH	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12



AUDA GUADO

KEY TECHNIQUES

Anti-Venom, Anti-Nap, Anti-Wither

LOCATION

Guadosalam

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	95	212	391	604	854	1139	1459	1815	2207	2634	3097	4129	5303	6620	8079	9513
SP	70	70	70	70	70	70	70	71	71	71	71	71	72	72	72	72
EN	7	7	7	8	9	10	12	14	16	19	22	28	36	45	55	65
AT	8	9	10	11	13	14	16	18	20	23	25	30	36	43	50	57
PA	11	14	18	22	25	29	32	35	37	40	43	47	51	54	56	57
BL	10	11	12	14	16	18	20	23	26	29	32	40	48	58	68	78
SH	1	1	1	2	2	3	3	4	4	5	5	6	7	8	9	9
CA	4	5	6	7	8	9	10	11	12	13	14	16	18	20	22	23



PAH GUADO

KEY TECHNIQUES

Drain Tackle, Venom Tackle 2, Gamble

LOCATION

Guadosalam—House

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	190	351	554	798	1082	1408	1774	2182	2630	3120	4222	5488	6918	8512	9999
SP	65	66	61	61	68	68	68	68	68	68	69	69	69	69	69	69
EN	3	3	3	3	4	5	6	7	9	11	13	17	22	28	35	42
AT	10	10	10	10	11	12	13	15	17	18	21	25	31	38	45	53
PA	13	16	19	23	26	29	32	34	37	39	42	46	50	53	56	58
BL	7	8	9	11	13	15	17	20	23	26	29	37	45	55	65	75
SH	1	1	1	1	1	1	2	2	2	3	3	4	5	6	8	9
CA	3	3	4	4	5	5	6	6	7	7	8	9	10	11	12	12



NOY GUADO

KEY TECHNIQUES

Anti-Nap, Wither Pass 2, Elite Defense

LOCATION

Guadosalam—Inn

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5659	7020	8529	9999
SP	62	62	62	62	62	62	62	63	63	63	63	63	64	64	64	64
EN	2	2	2	3	4	5	7	9	11	14	17	23	31	40	50	60
AT	2	2	2	2	3	4	5	6	8	10	12	16	21	27	34	41
PA	2	3	5	6	8	9	11	12	14	15	17	20	23	26	29	31
BL	4	4	4	4	4	5	5	6	7	8	9	11	13	16	20	23
SH	1	5	9	13	16	19	21	23	24	25	25	24	21	16	9	1
CA	9	11	14	16	19	21	23	25	27	29	31	34	37	40	42	43



FREE AGENTS



BROTHER

KEY TECHNIQUES

Wither Tackle 2, Nap Tackle, Sphere Shot

LOCATION

Airship—Bridge

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	105	265	500	775	1090	1445	1840	2275	2750	3265	3820	5050	6440	7990	9700	9999
SP	75	75	75	76	76	77	78	79	80	81	83	85	89	92	96	99
EN	8	11	15	18	21	25	28	31	34	36	39	44	49	53	56	59
AT	6	7	9	10	12	14	16	18	21	23	25	30	36	42	48	54
PA	14	17	20	23	26	29	31	33	35	37	39	41	43	44	44	44
BL	13	18	21	23	26	28	29	31	32	34	35	37	40	42	44	45
SH	14	15	16	17	18	19	20	22	23	24	26	29	32	35	39	42
CA	1	1	1	1	1	2	2	3	4	5	6	8	10	13	17	20



WEDGE

KEY TECHNIQUES

Nap Tackle, Wither Tackle, Anti-Venom 2

LOCATION

Luca Stadium—Main Gate

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	80	217	421	659	934	1244	1589	1970	2387	2839	3327	4409	5633	7000	8509	9988
SP	65	65	65	65	65	65	65	65	65	65	66	66	66	66	66	66
EN	9	13	17	21	25	29	33	36	40	43	46	52	57	61	65	68
AT	6	11	15	18	20	23	25	26	28	30	31	34	37	39	41	43
PA	3	3	3	3	3	4	4	5	7	9	11	17	26	37	52	68
BL	5	8	11	13	15	17	18	19	20	22	23	25	27	28	30	31
SH	17	17	18	19	20	20	21	21	21	21	22	21	21	20	18	17
CA	2	2	2	3	4	6	8	10	12	15	18	24	32	42	52	62



KIYURI

KEY TECHNIQUES

Wither Shot, Sphere Shot, Volley Shot 2

LOCATION

S.S. Winno—Deck

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	81	151	279	451	669	931	1239	1591	1989	2431	2919	4029	5319	6789	8439	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	8	10	12	14	16	19	21	24	27	30	33	39	46	54	61	69
AT	8	8	9	10	12	13	15	17	20	22	25	32	39	48	57	66
PA	8	11	14	18	22	25	29	33	37	41	45	53	62	71	81	90
BL	2	3	5	6	8	10	12	14	17	19	22	27	32	38	45	51
SH	1	2	4	6	9	11	13	16	18	21	24	29	36	42	49	56
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



KYOU

KEY TECHNIQUES
Venom Pass, Volley Shot, Nap Tackle 2

LOCATION
Djose Temple



LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	104	166	353	583	857	1175	1537	1943	2393	2887	3425	4633	6017	7577	9313	9999
SP	63	64	65	65	66	67	67	67	68	68	69	69	70	70	71	71
EN	9	12	17	22	27	31	35	38	41	44	46	48	49	48	45	41
AT	15	15	15	15	16	16	17	18	19	21	22	25	29	34	39	44
PA	8	8	10	13	15	18	21	25	28	32	36	45	55	66	78	89
BL	6	6	6	7	8	9	11	13	15	18	21	27	35	44	54	64
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	12	13	15	16	18	19	21	23	24	26	28	31	35	39	43	46

ZALITZ

KEY TECHNIQUES
Anti-Venom, Venom Pass, Tackle Slip

LOCATION
Luca Theater



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	59	59	59	59	59	59	59	59	59	59	59	59	59	59	59	59
EN	6	6	6	6	7	8	9	10	12	14	16	20	25	31	38	45
AT	15	16	17	19	20	21	23	24	25	26	27	29	31	32	33	34
PA	5	6	7	9	11	13	15	17	20	22	25	31	37	45	52	60
BL	11	12	13	14	16	18	20	22	25	28	31	37	44	52	61	70
SH	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	22
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

SHAAMI

KEY TECHNIQUES
Wither Shot, Wither Pass, Venom Pass 3

LOCATION
Luca Harbor—Bridge



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	58	58	58	59	59	60	60	61	61	62	62	63	64	65	66	66
EN	11	14	18	22	25	29	32	35	39	42	45	50	55	60	65	68
AT	4	8	12	15	17	20	21	23	25	26	28	30	33	35	37	39
PA	5	5	6	6	7	8	9	10	12	13	15	18	21	25	30	34
BL	2	2	3	3	4	5	6	7	9	10	12	15	18	22	27	31
SH	10	12	15	18	21	24	27	31	34	38	42	50	59	69	79	88
CA	2	2	2	3	3	4	4	5	6	6	7	8	10	11	13	14

FREE AGENTS



SHUU

KEY TECHNIQUES

Venom Tackle 2, Anti-Venom, Pile Venom

LOCATION

Luca Seaport—Café

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	215	313	570	845	1138	1449	1778	2125	2490	2873	3274	4130	5058	6058	7130	8156
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	10	11	13	15	18	20	22	24	27	29	31	36	40	45	49	53
AT	4	5	8	11	14	16	19	22	25	27	30	36	41	47	52	57
PA	4	5	8	11	14	16	19	22	25	27	30	36	41	47	52	57
BL	9	10	11	12	13	15	16	17	18	19	21	23	25	28	30	32
SH	10	11	12	13	14	15	16	16	17	17	17	17	16	14	12	10
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12



JUMAL

KEY TECHNIQUES

Spin Ball, Tackle Slip, Tackle Slip 2

LOCATION

Luca Seaport—Square

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	8	8	9	10	10	11	12	13	14	15	16	18	21	24	26	29
AT	1	1	1	2	3	4	6	8	10	13	16	22	30	39	49	59
PA	5	5	5	6	8	10	12	14	17	21	25	33	44	56	69	83
BL	4	4	4	4	4	5	5	5	6	6	7	8	10	12	14	16
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	14	14	15	16	18	19	20	21	22	24	25	28	31	34	38	41



SVANDA

KEY TECHNIQUES

Nap Shot, Venom Tackle 2, Regen

LOCATION

Calm Lands

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	10	12	14	17	20	23	26	30	33	37	41	49	57	66	76	85
AT	10	10	10	10	11	12	12	14	15	16	18	21	26	31	36	42
PA	8	10	12	15	17	20	24	27	31	35	39	48	58	69	81	92
BL	15	15	15	15	15	16	17	17	18	19	21	23	26	30	34	38
SH	14	15	17	19	21	23	25	26	28	30	32	36	39	43	47	50
CA	4	4	4	4	4	5	5	5	6	6	7	8	10	12	13	15



ZEV RONSO



KEY TECHNIQUES

Volley Shot, Anti-Wither, Pile Venom

LOCATION

Luca Harbor—Number 5 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	230	547	936	1917	1691	2057	2416	2767	3111	3447	3776	4411	5016	5591	6136	6600
SP	52	52	52	52	53	53	53	54	54	54	55	55	56	56	57	57
EN	12	14	16	18	20	23	25	28	31	34	37	43	50	58	65	73
AT	7	7	7	8	9	10	12	14	16	19	22	28	36	45	55	65
PA	7	10	13	17	20	23	26	28	31	34	36	41	45	48	52	54
BL	7	13	18	21	24	27	29	31	33	35	36	40	43	45	48	50
SH	11	13	15	17	19	21	22	24	25	27	28	30	32	34	35	35
CA	1	1	1	2	2	3	3	4	5	5	6	7	9	10	12	13

TATTS



KEY TECHNIQUES

Nap Tackle, Venom Tackle, Nap Tackle 2

LOCATION

Kilika Port—Docks

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	215	400	625	890	1195	1540	1925	2350	2815	3320	4450	5740	7190	8800	9999
SP	—	65	65	66	67	67	67	68	68	69	69	69	70	71	71	71
EN	—	10	13	16	19	23	26	29	33	37	41	48	56	65	73	82
AT	—	6	7	8	40	12	13	15	17	19	21	26	30	36	41	47
PA	—	14	18	22	26	29	33	36	39	42	46	51	57	62	66	70
BL	—	6	9	11	14	16	19	21	24	26	29	34	39	44	49	53
SH	—	5	7	8	10	12	14	16	18	20	22	27	32	37	43	48
CA	—	1	1	2	2	2	3	3	4	4	5	6	7	9	10	11

DURREN



KEY TECHNIQUES

Nap Pass 2, Nap Pass, Anti-Nap

LOCATION

Calm Lands—Gorge Bottom

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	9	9	9	9	9	10	10	11	12	13	14	16	18	21	25	28
AT	3	3	3	3	3	4	5	5	6	7	8	11	14	17	21	25
PA	5	5	5	5	5	6	6	7	8	9	10	12	14	17	21	24
BL	7	10	13	15	17	19	20	21	22	24	25	27	29	30	32	33
SH	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	4
CA	12	14	17	19	22	24	25	27	28	29	30	30	30	29	27	24

FREE AGENTS



NEDUS

KEY TECHNIQUES

Volley Shot, Volley Shot 2, Anti-Wither

LOCATION

Luca Harbor—Number 1 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	30	30	30	30	30	30	30	31	34	38	45	76	99	99	99	99
EN	12	16	20	24	28	32	36	39	43	46	49	55	60	64	68	71
AT	2	3	4	5	6	7	8	10	11	12	13	15	18	20	22	24
PA	3	4	6	7	9	10	12	13	15	16	18	21	24	27	30	33
BL	2	2	3	3	4	4	5	5	6	6	7	8	9	10	11	11
SH	10	12	15	17	20	23	26	29	32	35	38	45	52	59	67	74
CA	3	3	3	3	3	4	4	4	5	5	6	7	9	11	12	14



NAIDA

KEY TECHNIQUES

Wither Shot, Nap Tackle 2, Spin Ball

LOCATION

Calm Lands—Shop

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5659	7020	8529	9999
SP	72	72	72	72	73	73	73	74	74	74	75	75	76	76	77	77
EN	6	7	9	10	12	14	15	17	19	21	23	27	31	36	41	45
AT	5	8	12	15	19	21	24	26	29	30	32	35	36	37	36	35
PA	12	14	16	18	21	23	26	29	32	36	39	46	54	63	72	81
BL	12	13	14	15	17	18	20	22	24	27	29	34	40	47	54	61
SH	4	4	5	6	6	7	8	9	10	11	12	14	17	20	22	25
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



BIGGS

KEY TECHNIQUES

Wither Shot, Nap Tackle 2, Spin Ball

LOCATION

Luca Stadium—Main Gate

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	80	217	421	659	934	1244	1589	1970	2387	2839	3327	4409	5633	7000	8509	9988
SP	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57
EN	10	14	18	23	27	31	35	39	43	47	50	57	64	71	77	82
AT	5	6	8	10	11	13	15	16	18	20	22	25	28	32	35	38
PA	3	3	3	3	3	3	4	5	6	7	9	13	20	28	39	51
BL	2	3	5	7	9	10	12	13	14	15	17	18	20	21	21	21
SH	11	11	11	12	13	14	16	18	20	23	26	32	40	49	59	69
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



VILUCHA



KEY TECHNIQUES
Tackle Slip, Volley Shot, Anti-Venom 2

LOCATION
Besaid Village—House

LV	4	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	201	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	11	12	14	17	20	23	26	29	32	36	40	47	56	65	74	83
AT	9	9	9	9	9	9	10	10	11	12	12	14	16	18	21	23
PA	4	5	6	7	8	10	11	13	15	17	19	23	27	32	38	43
BL	10	10	13	15	17	19	20	21	22	24	25	27	29	30	32	33
SH	14	15	18	21	24	28	31	35	39	43	47	55	63	72	82	91
CA	3	3	3	4	4	5	5	6	7	7	8	9	11	12	14	15

MIFUREY



KEY TECHNIQUES
Nap Pass, Super Goalie, Wither Tackle

LOCATION
Thunder Plains—Travel Agency

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	85	186	338	516	723	956	1218	1506	1823	2166	2538	3363	4298	5343	6498	7631
SP	20	20	20	21	22	23	24	26	28	30	32	38	44	52	60	69
EN	8	11	14	17	20	24	27	31	35	39	43	51	60	70	79	88
AT	8	9	11	12	14	16	18	20	22	24	26	31	36	41	47	52
PA	5	8	12	15	19	23	27	31	35	39	44	52	61	71	80	89
BL	3	3	3	4	5	6	7	9	11	13	15	21	27	35	43	52
SH	10	14	19	23	28	31	35	38	42	44	47	52	55	58	59	59
CA	2	2	2	3	3	4	4	5	6	6	7	8	10	11	13	14

MIYU



KEY TECHNIQUES
Super Goalie, Gamble, Hi-Risk

LOCATION
Moonflow—North Shoopuf Wharf

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	307	580	867	1170	1487	1820	2167	2530	2907	3300	4130	5020	5970	6980	7940
SP	60	60	60	60	61	61	61	62	62	62	63	63	64	64	65	65
EN	15	17	19	21	23	26	28	31	34	37	40	46	52	59	67	74
AT	14	14	14	15	16	17	18	20	22	24	26	32	38	46	54	63
PA	2	2	2	2	3	3	4	4	5	6	7	8	10	12	14	16
BL	2	2	2	2	3	3	3	3	4	4	4	5	5	6	7	7
SH	4	4	5	5	6	6	7	7	8	8	9	10	11	12	13	14
CA	11	13	16	19	21	23	25	27	29	31	32	34	36	37	37	37

FREE AGENTS



MEP

KEY TECHNIQUES

Anti-Drain, Drain Tackle, Pile Venom

LOCATION

Kilika Temple

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	60	307	630	967	1320	1687	2070	2467	2880	3307	3750	4680	5670	6720	7830	8880
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	9	10	11	12	13	15	16	18	19	21	23	27	31	36	41	46
AT	6	9	12	15	18	21	24	26	29	31	33	37	40	42	44	45
PA	5	6	7	9	11	13	15	17	20	22	25	31	37	45	52	60
BL	19	19	20	21	22	22	23	23	23	23	24	23	23	22	20	19
SH	7	11	15	19	23	27	30	33	36	39	42	46	50	53	55	56
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



YUMA GUADO

KEY TECHNIQUES

Venom Tackle, Nap Tackle 2, Anti-Wither

LOCATION

Guadosalam—House

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	115	250	445	670	925	1210	1525	1870	2245	2650	3085	4045	5125	6325	7645	8935
SP	60	60	60	60	61	61	61	62	62	62	63	63	64	64	65	65
EN	8	8	8	8	8	8	9	9	9	10	11	12	13	15	17	19
AT	5	6	7	8	9	10	11	13	14	15	16	18	21	23	25	27
PA	5	5	5	6	7	7	8	10	11	12	14	18	22	27	32	38
BL	2	2	2	2	3	3	4	4	5	6	7	8	10	12	14	16
SH	4	4	5	5	6	6	7	7	8	8	9	10	11	12	13	13
CA	8	10	12	15	17	19	22	24	26	28	30	34	38	42	45	48



LINNA

KEY TECHNIQUES

Nap Shot, Nap Tackle, Drain Tackle

LOCATION

Macalania Temple—Frozen Road

LV	5	7	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	314	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	—	59	59	59	59	59	59	59	59	59	59	59	59	59	59	59
EN	—	10	10	12	13	14	16	17	18	19	20	22	24	25	26	27
AT	—	8	8	9	10	11	12	14	16	18	21	27	34	42	51	60
PA	—	8	9	12	15	18	22	26	30	35	40	50	62	75	89	99
BL	—	12	12	13	14	15	16	18	20	22	24	30	36	44	52	61
SH	—	10	13	17	21	25	29	33	38	42	47	55	64	74	83	92
CA	—	3	3	3	4	4	4	5	6	6	7	9	11	14	16	19



RIN



KEY TECHNIQUES

Venom Pass, Anti-Venom, Venom Tackle

LOCATION

Airship—Corridor

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	242	446	684	959	1269	1614	1995	2412	2864	3352	4434	5658	7025	8534	9999
SP	—	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	—	9	12	14	17	20	22	25	28	31	34	40	46	53	60	66
AT	—	5	5	5	6	7	8	9	11	13	15	19	24	30	37	44
PA	—	12	15	17	20	22	25	27	30	32	35	40	45	50	55	59
BL	—	5	6	8	10	12	14	17	20	23	26	34	42	52	62	72
SH	—	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
CA	—	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

ROPP



KEY TECHNIQUES

Nap Tackle, Venom Pass 3, Anti-Venom 2

LOCATION

Mi'ihen Highroad—Travel Agency

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	191	365	571	810	1081	1385	1721	2090	2491	2925	3890	4985	6210	7565	8895
SP	—	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	—	9	11	14	16	18	21	23	25	27	29	33	37	40	49	46
AT	—	11	12	14	15	17	20	22	25	28	31	38	46	54	64	73
PA	—	10	12	15	18	20	24	27	31	35	39	49	59	71	84	96
BL	—	15	16	17	18	20	21	23	25	27	29	33	37	42	48	53
SH	—	1	2	2	3	3	4	4	5	5	6	7	8	9	10	11
CA	—	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

WAKKA



KEY TECHNIQUES

Wither Shot, Drain Tackle, Tackle Slip

LOCATION

Airship—Bridge

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	150	210	383	589	825	1095	1396	1729	2094	2491	2920	3874	4956	6166	7504	8817
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	11	12	15	18	21	24	27	30	33	36	40	47	54	62	70	78
AT	3	3	4	5	5	6	7	7	8	9	10	11	12	14	15	16
PA	3	4	6	7	9	11	12	14	16	17	19	22	26	29	32	35
BL	2	2	3	3	4	4	5	5	6	6	7	8	9	10	11	11
SH	13	14	17	21	24	28	32	35	39	42	46	53	60	67	74	80
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

BESTIARY



BUER (1)

(6)			
(2) HP	230 (345)	STR	1
(3) MP	250	DEF	1
(4) AP	92	MAG	22
(5) GIL	132	MAG DEF	120

AGL	12
LUCK	15
EVA	12
ACC	0

(7)

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

(8) RESISTANCE TO STATUS EFFECTS

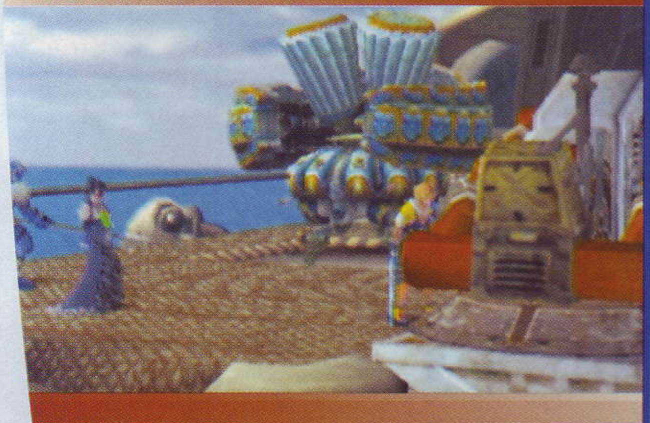
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

(9) EQUIPMENT DROPPED			(10) ITEMS DROPPED		(11) ITEMS STOLEN		(12) BRIBE REQUIRED		(13) ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Hi-Potion	Musk	4600	Musk (x2)	N/A

(14) EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, MP +5%, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward







(1) Name of the enemy.

(2) **Max Hit Points**. The number in parentheses indicates the amount of damage that the finishing blow must inflict to execute an Overkill.

(3) **Max Magic Points**. The amount of MP you can drain from the enemy. Enemy spells do not consume MP, so this number remains constant even if the enemy has cast magic in a battle.

(4) **Ability Points**. The amount of AP received after defeating an enemy. Overkill usually increases this amount.

(5) **Gil.** The amount of Gil received after defeating the enemy.

(6) **Enemy Attributes**
STR = Strength
DEF = Defense
MAG = Magic
MAG DEF = Magic Defense
AGL = Agility
LUCK = Luck
EVA = Evasion
ACC = Accuracy

(7) **Special Elemental Affinities.** Normal resistance is not shown. The four special affinity levels are: weakness, absorption, immunity, and half damage. Red = fire, yellow = lightning, blue = water, and white = ice.

WEAKNESS: Damage taken is multiplied by 1.5.

ABSORPTION: Damage taken is added to its remaining HP.

IMMUNITY: No damage taken.

HALF DAMAGE: Damage taken is halved.

(8) **Resistance to Status Effects.** Displayed on a scale of 0 to 255. "Immune" means the enemy is not affected by that status effect. Numbers in parentheses beneath "Poison" indicate the percentage of max HP lost each turn while the enemy is poisoned. Numbers in parentheses beneath "Doom" represent the number of turns until KO. Higher numbers beneath "Zanmato" indicate higher resistance to Yojimbo's Zanmato attack.

(9) **Equipment Dropped.** The odds of the enemy dropping a weapon or piece of armor, the total number of slots it would contain, and the number of slots that would be filled with Auto-Abilities.

(10) **Items Dropped.** Items dropped after a battle. Normal is an item that is dropped 7/8 of the time, while Rare refers to an item that is only dropped 1/8 of the time.

(11) **Items Stolen.** Items you can acquire by using the Steal and Mug abilities. A Normal item is obtained 3/4 of the time, while a Rare item is attained 1/4 of the time. N/A indicates that you cannot steal from the enemy.

(12) **Bribe Required.** The Gil required to bribe the enemy to leave a battle peacefully (max HP x20).

(13) **Enemy Skills.** Skills that Kimahri can learn by using the Lancet ability.

(14) **Equipment Abilities.** Auto-Abilities that appear in weapons and armor dropped by the enemy.

ACHELOUS



HP	5100 (7500)	STR	33	AGL	20
MP	85	DEF	10	LUCK	15
AP	730	MAG	52	EVA	0
GIL	4201	MAG DEF	20	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	0	0	0 (25%)	0	Immune	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~3	Power Sphere	Power Sphere	Water Gem (x2)	Healing Spring	120,000	Healing Spring (x16)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength + 5%, Magic +5%, Magic +10%
Armor	MP + 10%, Auto-Med

ADAMANTOISE



HP	54,400 (11,036)	STR	38	AGL	15
MP	40	DEF	90	LUCK	15
AP	12,500	MAG	31	EVA	0
GIL	2200	MAG DEF	90	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	75 (5%)	80	Immune	Immune	Immune	Immune	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	Immune	Immune	0	Lv.3

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3~4	0~2	Power Sphere (x2)	Power Sphere (x2)	Healing Water	Stamina Tablet	1,088,000	Special Sphere (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Half MP Cost
Armor	SOS Shell, SOS Protect, HP +20%

AEROUGE



HP	200 (300)	STR	1	AGL	11
MP	220	DEF	1	LUCK	15
AP	92	MAG	16	EVA	13
GIL	144	MAG DEF	120	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~3	1~3	Mana Sphere	Mana Sphere	Electro Marble	Lightning Marble	4000	Lightning Marble (x4)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike, Strength +5%, Magic +5%
Armor	Lightning Ward, Lightningproof, Magic Def +5%

AHRIMAN



HP	2800 (4200)	STR	1	AGL	24
MP	400	DEF	1	LUCK	15
AP	2200	MAG	38	EVA	18
GIL	650	MAG DEF	180	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~3	1~3	Ability Sphere	Speed Sphere	Musk (x2)	Musk (x3)	56,000	Farplane Wind (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward



ALCYONE

HP	430 (645)	STR	16	AGL	26
MP	42	DEF	1	LUCK	15
AP	310	MAG	1	EVA	15
GIL	240	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Smoke Bomb	Smoke Bomb (x2)	8600	Mega Phoenix (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Magic +3%
Armor	Dark Ward, Magic Def +5%



ANACONDAUR

HP	5800 (4060)	STR	27	AGL	16
MP	70	DEF	1	LUCK	15
AP	1380	MAG	48	EVA	0
GIL	750	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	0	0	25 (25%)	Immune	Immune	25	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~3	1~3	Power Sphere	Power Sphere	Petrify Grenade	Petrify Grenade (x2)	116,000	Healing Water (x16)	Stone Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch, Strength +5%, Magic +5%
Armor	Stone Ward



ANIMA

HP	18,000 (1400)	STR	25	AGL	25
MP	50	DEF	1	LUCK	20
AP	2500	MAG	20	EVA	0
GIL	3000	MAG DEF	1	ACC	30

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	Immune	0	Immune	Immune	Lv.3

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~4	1~3	Ability Sphere	Ability Sphere	Silence Grenade (x3)	Farplane Shadow	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Silencetouch, Sleeptouch
Armor	Dark Ward, Silence Ward, Sleep Ward



AQUA FLAN

HP	2025 (3038)	STR	1	AGL	9
MP	1	DEF	100	LUCK	15
AP	240	MAG	22	EVA	0
GIL	340	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

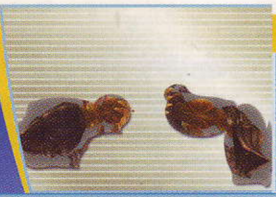
RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~2	Mana Sphere	Mana Sphere	Fish Scale (x2)	Dragon Scale (x2)	40,500	Water Gem (x15)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward



ARMS

HP	800 (500)	STR	1	AGL	0
MP	1	DEF	1	LUCK	0
AP	37	MAG	1	EVA	0
GIL	300	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
30/256	1~2	1~2	N/A	N/A	Potion	Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward



BANDERSNATCH

HP	1800 (2700)	STR	32	AGL	32
MP	75	DEF	1	LUCK	15
AP	820	MAG	1	EVA	11
GIL	880	MAG DEF	180	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

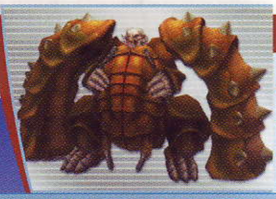
RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~3	1~3	Power Sphere	Power Sphere	Dream Powder (x2)	Dream Powder (x3)	36,000	Dream Powder (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward



BARBATOS

HP	95,000 (13,560)	STR	42	AGL	28
MP	480	DEF	90	LUCK	15
AP	17,500	MAG	38	EVA	0
GIL	1550	MAG DEF	15	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	90	Immune	Immune	50	Immune	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	1	Power Sphere	Return Sphere	Star Curtain	Blessed Gem	1,900,000	Teleport Sphere (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing
Armor	HP +20%



BASHURA

HP	17,000 (6972)	STR	34	AGL	16
MP	5	DEF	45	LUCK	15
AP	1860	MAG	1	EVA	0
GIL	730	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	MAG BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	95	25 (25%)	50	0	25	Immune	0	0	0	20	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	1~3	1~3	Power Sphere	Power Sphere	Soul Spring	Soul Spring (x2)	340,000	Stamina Tablet (x80)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, Counter
Armor	SOS Haste, HP +10%



BASILISK

HP	2025 (924)	STR	14	AGL	9
MP	20	DEF	1	LUCK	15
AP	140	MAG	35	EVA	0
GIL	125	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (5%)	Immune	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~3	1~3	Ability Sphere	Ability Sphere	Petrify Grenade	Petrify Grenade	40,500	Petrify Grenade (x24)	Stone Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch, Strength +3%, Magic +3%
Armor	Stone Ward, MP +5%



BAT EYE

HP	380 (570)	STR	1	AGL	16
MP	280	DEF	1	LUCK	15
AP	240	MAG	29	EVA	13
GIL	320	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~2	Speed Sphere	Speed Sphere	Hi-Potion	Silence Grenade	7600	Silence Grenade (x12)	N/A

EQUIPMENT ABILITIES

Weapon	Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Confusion Ward, MP +5%



BEHEMOTH

HP	23,000 (6972)	STR	43	AGL	23
MP	480	DEF	1	LUCK	15
AP	6540	MAG	37	EVA	0
GIL	1350	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	Immune	50 (25%)	Immune	Immune	25	80	0	Immune	Immune	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~3	1~3	Power Sphere	Power Sphere	Ether	Mana Tablet	460,000	Lv. 2 Key Sphere (x30)	Mighty Guard

EQUIPMENT ABILITIES

Weapon	Piercing, Zombietouch, Strength +5%, Magic +5%
Armor	SOS Shell, SOS Protect, SOS Reflect



BEHEMOTH KING

HP	67,500 (13,560)	STR	46	AGL	27
MP	700	DEF	25	LUCK	15
AP	16,800	MAG	44	EVA	0
GIL	1850	MAG DEF	25	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	80	80	Immune	Immune	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	1~3	Power Sphere (x2)	Power Sphere (x2)	Healing Water	Twin Stars (x2)	1,350,000	Three Stars (x14)	Mighty Guard

EQUIPMENT ABILITIES

Weapon	Piercing, Zombietouch, SOS Overdrive
Armor	SOS Shell, SOS Protect, SOS Reflect



BIRAN RONSO

HP	Varies (2500)	STR	Varies	AGL	Kimahri's - 4
MP	200	DEF	30	LUCK	15
AP	4500	MAG	1/2 Yenke's	EVA	0
GIL	1500	MAG DEF	50	ACC	100

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (20)	0	0	0	Immune	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1	Return Sphere	Friend Sphere	Lv. 3 Key Sphere	Lv. 3 Key Sphere (x2)	N/A	N/A	Thrust Kick, Self-Destruct, Doom, Mighty Guard

EQUIPMENT ABILITIES

Weapon	Piercing
Armor	MP +20%



BITE BUG

HP	200 (300)	STR	13	AGL	15
MP	10	DEF	1	LUCK	15
AP	40	MAG	1	EVA	12
GIL	62	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Antidote	Poison Fang	4000	Poison Fang (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Poison Ward, MP +5%



BLACK ELEMENT

HP	7600 (11,400)	STR	1	AGL	15
MP	500	DEF	240	LUCK	0
AP	3150	MAG	28	EVA	0
GIL	1040	MAG DEF	20	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

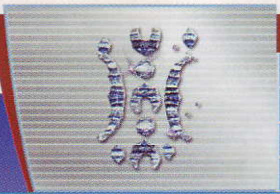
RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	0~2	Mana Sphere (x2)	Mana Sphere (x2)	Hi-Potion	Shining Gem (x4)	182,400	Blk Magic Sphere (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fireproof, Lightning Ward, Lightningproof, Water Ward, Waterproof, Ice Ward, Iceproof



BLUE ELEMENT

HP	1500 (2250)	STR	1	AGL	9
MP	220	DEF	120	LUCK	15
AP	240	MAG	27	EVA	0
GIL	180	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	0~2	Mana Sphere	Mana Sphere	Fish Scale (x2)	Fish Scale (x3)	30,000	Water Gem (x9)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward, Waterproof

BOMB



HP	850 (560)	STR	19	AGL	11
MP	30	DEF	1	LUCK	15
AP	22	MAG	20	EVA	0
GIL	70	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
40/256	1~2	1~2	Power Sphere	Power Sphere	Bomb Fragment (x2)	Bomb Fragment (x3)	17,000	Bomb Core (x16)	Self-Destruct

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward

BOMB



HP	2200 (1432)	STR	20	AGL	11
MP	45	DEF	1	LUCK	15
AP	620	MAG	17	EVA	0
GIL	470	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Power Sphere	Power Sphere	Bomb Fragment (x2)	Bomb Fragment (x3)	17,000	Bomb Core (x16)	Self-Destruct

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward

BUER



HP	230 (345)	STR	1	AGL	12
MP	250	DEF	1	LUCK	15
AP	92	MAG	22	EVA	12
GIL	132	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Hi-Potion	Musk	4600	Musk (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +5%

BUNYIP



HP	400 (600)	STR	22	AGL	6
MP	15	DEF	1	LUCK	15
AP	48	MAG	1	EVA	0
GIL	97	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

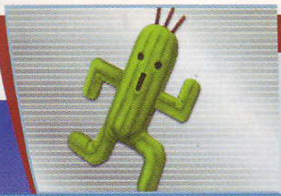
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Hypello Potion	8000	Hypello Potion (x16)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +3%

CACTUAR



HP	800 (1200)	STR	23	AGL	24
MP	1	DEF	1	LUCK	15
AP	8000	MAG	1	EVA	20
GIL	1500	MAG DEF	255	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	Immune	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~2	Speed Sphere (x2)	Speed Sphere (x3)	Chocobo Feather	Chocobo Wing	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Initiative
Armor	HP Stroll, MP Stroll, HP +10%

CAVE IGUION



HP	550 (825)	STR	24	AGL	21
MP	1	DEF	1	LUCK	15
AP	240	MAG	1	EVA	9
GIL	300	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	11,000	Petrify Grenade (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Slow Ward, Defense +5%

CHIMERA



HP	5250 (1432)	STR	25	AGL	9
MP	130	DEF	1	LUCK	15
AP	1220	MAG	22	EVA	0
GIL	970	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (10%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~2	1~2	Ability Sphere	Ability Sphere (x2)	Shining Gem	Lightning Marble	105,000	Mana Tablet (x10)	Aqua Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Magic Def +10%

CHIMERA



HP	9000 (1432)	STR	30	AGL	10
MP	200	DEF	1	LUCK	15
AP	2000	MAG	25	EVA	0
GIL	980	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~2	1~2	Ability Sphere	Ability Sphere (x2)	Arctic Wind (x3)	Lightning Marble (x3)	180,000	Underdog's Secret (x15)	Aqua Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Magic Def +10%

CHIMERA BRAIN



HP	9800 (4060)	STR	34	AGL	14
MP	250	DEF	10	LUCK	15
AP	1200	MAG	32	EVA	0
GIL	1000	MAG DEF	10	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	0	25 (10%)	0	0	25	0	25	0	0	0	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~3	Ability Sphere	Ability Sphere (x2)	Ice Gem	Lightning Gem (x2)	196,000	Lv. 4 Key Sphere (x2)	Aqua Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Magic Def +10%

CHOCOBO EATER



HP	10,000 (800)	STR	25	AGL	12
MP	5	DEF	25	LUCK	15
AP	90	MAG	20	EVA	0
GIL	970	MAG DEF	35	ACC	25

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	0	40 (5%)	Immune	0	Immune	50	50	50	50	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Lv. 1 Key Sphere (x2) (if falls)	Lv. 1 Key Sphere (x2 (if falls)	Potion	Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +5%, Strength +10%, Magic +5% , Magic +10%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

COEURL



HP	6000 (4060)	STR	38	AGL	18
MP	480	DEF	1	LUCK	15
AP	1300	MAG	26	EVA	0
GIL	1100	MAG DEF	40	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	95	0	25 (25%)	Immune	0	25	0	25	0	0	Immune	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~3	Mana Sphere	Mana Sphere (x2)	Mana Spring	Mana Spring	120,000	Friend Sphere (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Deathtouch, Strength +5%, Magic +5%
Armor	Death Ward, Defense +10%, Magic Def +10%

CONDOR



HP	95 (143)	STR	9	AGL	11
MP	15	DEF	1	LUCK	15
AP	2	MAG	1	EVA	10
GIL	12	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

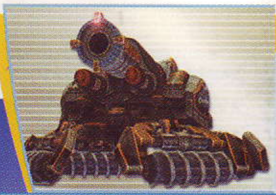
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Speed Sphere	Speed Sphere	Phoenix Down	Smoke Bomb	1900	Smoke Bomb (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Magic +3%
Armor	Dark Ward, Magic Def +3%

CRAWLER



HP	16,000 (4000)	STR	25	AGL	20
MP	1	DEF	100	LUCK	15
AP	4400	MAG	30	EVA	0
GIL	7000	MAG DEF	50	ACC	30

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	Immune	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~4	1~3	Elixir	Elixir (x2)	Lunar Curtain	Lunar Curtain (x2)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Alchemy
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

DARK ELEMENT



HP	1800 (2700)	STR	1	AGL	11
MP	280	DEF	190	LUCK	15
AP	810	MAG	30	EVA	0
GIL	520	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1	0~1	Mana Sphere	Mana Sphere	Shining Thorn	Shining Thorn (x2)	36,000	Return Sphere (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Lightningproof, Water Ward, Ice Ward

DARK FLAN



HP	12,800 (19,200)	STR	1	AGL	11
MP	250	DEF	220	LUCK	15
AP	3750	MAG	30	EVA	0
GIL	1080	MAG DEF	200	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	80	20	Immune	Immune	95	0	0	0	0	0	0	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~3	1~3	Mana Sphere	Mana Sphere (x2)	Star Curtain	Star Curtain (x2)	256,000	Wht Magic Sphere (x2)	White Wind

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	MP +10%, MP +20%

DEFENDER



HP	12,000 (4060)	STR	40	AGL	11
MP	1	DEF	1	LUCK	15
AP	2700	MAG	5	EVA	0
GIL	1300	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

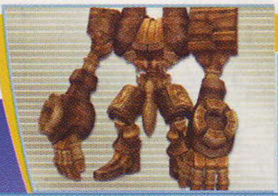
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	95	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (10)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~4	1~3	Power Sphere (x2)	Power Sphere (x2)	Lunar Curtain	Lunar Curtain (x2)	240,000	Stamina Tablet (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%
Armor	SOS Protect, Defense +10%

DEFENDER X



HP	64,000 (4060)	STR	42	AGL	20
MP	1	DEF	30	LUCK	15
AP	6600	MAG	5	EVA	0
GIL	3500	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	95	Immune	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (10)	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~3	1~3	Lv. 2 Key Sphere	Lv. 2 Key Sphere	Lunar Curtain (x4)	Lunar Curtain (x4)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningtouch, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silenceproof, Sleep Ward, Magic Def +3%

DEFENDER Z



HP	42,300 (8848)	STR	45	AGL	16
MP	1	DEF	70	LUCK	15
AP	6000	MAG	5	EVA	0
GIL	2400	MAG DEF	70	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	20	Immune	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (10)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~4	1~3	Lv. 2 Key Sphere	Lv. 3 Key Sphere	Lunar Curtain (x2)	Lunar Curtain (x2)	846,000	Designer Wallet (x5)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%, Strength +10%
Armor	SOS Protect, Defense +10%

DEMONOLITH



HP	45,000 (13,560)	STR	33	AGL	18
MP	9999	DEF	1	LUCK	15
AP	11,000	MAG	99	EVA	0
GIL	1470	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	50	50	Immune	Immune	0	Immune	50	0	0	0	0	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (10)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	1~3	Mana Sphere (x2)	Mana Sphere (x2)	Petrify Grenade (x2)	Petrify Grenade (x2)	900,000	Lv. 3 Key Sphere (x40)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch, Stonestrike
Armor	Stone Ward, Stoneproof, No Encounters

DINGO



HP	125 (188)	STR	13	AGL	10
MP	10	DEF	1	LUCK	15
AP	2	MAG	1	EVA	5
GIL	15	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Power Sphere	Power Sphere	Potion	Sleeping Powder	2500	Sleeping Powder (x4)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silencetouch, Sleeptouch, Magic Def +3%

DINONIX



HP	140 (210)	STR	14	AGL	13
MP	25	DEF	1	LUCK	15
AP	9	MAG	1	EVA	5
GIL	27	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Speed Sphere	Power Sphere	Soft	Petrify Grenade	2800	Petrify Grenade (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +3%

DUAL HORN



HP	1875 (560)	STR	22	AGL	12
MP	18	DEF	1	LUCK	15
AP	42	MAG	3	EVA	0
GIL	105	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	20	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	1~2	1~2	Ability Sphere	Ability Sphere	Potion	Hi-Potion	37,500	Hi-Potion (x60)	Blaze

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +5%

DUAL HORN



HP	3795 (1432)	STR	27	AGL	17
MP	22	DEF	1	LUCK	15
AP	820	MAG	8	EVA	0
GIL	520	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	20	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~2	1~2	Ability Sphere	Ability Sphere	Hi-Potion	Mega-Potion	75,900	Mega-Potion (x25)	Blaze

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +5%, HP +10%,

EPAAJ



HP	8700 (4060)	STR	28	AGL	28
MP	25	DEF	20	LUCK	15
AP	970	MAG	1	EVA	0
GIL	950	MAG DEF	20	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	95	Immune	0	0	0	Immune	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	1~3	Ability Sphere	Ability Sphere	Hi-Potion	Hi-Potion (x2)	174,000	Farplane Wind (x25)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, SOS Overdrive
Armor	Defense +5%



EVIL EYE

HP	310 (465)	STR	1	AGL	15
MP	300	DEF	1	LUCK	15
AP	300	MAG	26	EVA	13
GIL	205	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Musk	Musk (x2)	6200	Musk (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +10%,



EVIL EYE

HP	430 (645)	STR	1	AGL	17
MP	310	DEF	1	LUCK	15
AP	480	MAG	25	EVA	13
GIL	280	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Musk	Musk (x2)	8600	Musk (x4)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +5%



EVRAE

HP	32,000 (2000)	STR	36	AGL	20
MP	500	DEF	1	LUCK	15
AP	5400	MAG	30	EVA	0
GIL	2600	MAG DEF	1	ACC	100

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	50	Immune	Immune	50	Immune	0	Immune	Immune	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (30)	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~2	Blk Magic Sphere	Blk Magic Sphere	Water Gem	Water Gem (x2)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch
Armor	Stone Ward



EVRAE ALTANA

HP	16,384 (2000)	STR	32	AGL	25
MP	200	DEF	1	LUCK	15
AP	5800	MAG	27	EVA	0
GIL	3000	MAG DEF	1	ACC	100

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	50	Immune	Immune	50	All the time	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~2	Blk Magic Sphere	Blk Magic Sphere	Water Gem (x2)	Stamina Spring	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch
Armor	Stone Ward



EXORAY

HP	7400 (11,100)	STR	1	AGL	14
MP	300	DEF	1	LUCK	15
AP	2400	MAG	24	EVA	0
GIL	840	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~3	1~3	Mana Sphere (x2)	Mana Sphere (x2)	Silence Grenade	Ether	148,000	Turbo Ether	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Defense +5%
Armor	MP +10%



EXTRACTOR

HP	4000 (600)	STR	23	AGL	15
MP	10	DEF	1	LUCK	15
AP	660	MAG	15	EVA	0
GIL	2400	MAG DEF	1	ACC	30

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	0	Immune	50
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	Immune	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~3	Mega Phoenix	Mega Phoenix (x2)	Potion	Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost



FALLEN MONK

HP	3300 (4950)	STR	28	AGL	27
MP	1	DEF	40	LUCK	15
AP	1200	MAG	33	EVA	0
GIL	540	MAG DEF	40	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	95	50 (25%)	50	Immune	All the time	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Candle of Life (x2)	Purifying Salt	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Zombie Ward, Magic Def +5%



FALLEN MONK

HP	3300 (4950)	STR	28	AGL	27
MP	1	DEF	40	LUCK	15
AP	1200	MAG	33	EVA	0
GIL	540	MAG DEF	40	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	95	50 (25%)	50	Immune	All the time	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Candle of Life (x2)	Purifying Salt	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Zombie Ward, Magic Def +5%



FLAME FLAN

HP	1500 (2250)	STR	1	AGL	6
MP	200	DEF	180	LUCK	15
AP	480	MAG	20	EVA	0
GIL	448	MAG DEF	1	ACC	0

WEAKNESS (x 1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~2	Mana Sphere	Mana Sphere	Fire Gem	Fire Gem (x2)	30,000	Fire Gem (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward, Fireproof



FLOATING DEATH

HP	6700 (10,050)	STR	1	AGL	33
MP	520	DEF	1	LUCK	15
AP	7100	MAG	45	EVA	18
GIL	1265	MAG DEF	120	ACC	0

WEAKNESS (x 1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~4	1~3	Mana Sphere (x2)	Mana Sphere (x2)	Musk (x4)	Musk (x5)	134,000	Gambler's Spirit (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, Confuseproof, MP +10%



FLOATING EYE

HP	140 (210)	STR	1	AGL	10
MP	200	DEF	1	LUCK	15
AP	21	MAG	18	EVA	11
GIL	44	MAG DEF	120	ACC	0

WEAKNESS (x 1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Speed Sphere	Speed Sphere	Echo Screen	Musk	2800	Musk	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +5%



FUNGUAR

HP	540 (810)	STR	1	AGL	4
MP	60	DEF	1	LUCK	15
AP	44	MAG	26	EVA	0
GIL	42	MAG DEF	1	ACC	0

WEAKNESS (x 1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Mana Sphere	Mana Sphere	Silence Grenade	Ether	10,800	Turbo Ether (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Sleeptouch, Strength +3%, Magic +3%
Armor	Sleep Ward, MP +%5

GANDARVA



HP	148 (220)	STR	1	AGL	9
MP	160	DEF	1	LUCK	15
AP	32	MAG	23	EVA	12
GIL	62	MAG DEF	120	ACC	0

WEAKNESS x 1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Mana Sphere	Mana Sphere	Electro Marble	Electro Marble (x2)	2960	Lightning Marble (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike, Strength +3%, Magic +3%
Armor	Lightning Ward, Magic Def +3%

GARM



HP	240 (360)	STR	17	AGL	16
MP	35	DEF	1	LUCK	15
AP	48	MAG	1	EVA	7
GIL	88	MAG DEF	120	ACC	0

WEAKNESS x 1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Sleeping Powder	4800	Sleeping Powder (x7)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +3%

GARUDA



HP	1400 (2100)	STR	13	AGL	7
MP	50	DEF	1	LUCK	15
AP	8	MAG	10	EVA	0
GIL	30	MAG DEF	1	ACC	0

WEAKNESS x 1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	0 (25%)	0	0	Immune	0	0	0	0	Immune	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +3%, Magic +3%
Armor	NulDark

GARUDA



HP	1800 (500)	STR	18	AGL	10
MP	10	DEF	1	LUCK	15
AP	28	MAG	12	EVA	0
GIL	0	MAG DEF	1	ACC	20

WEAKNESS x 1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (10%)	Immune	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~3	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Dark Ward



GARUDA

HP	4000 (560)	STR	21	AGL	14
MP	50	DEF	1	LUCK	15
AP	170	MAG	40	EVA	0
GIL	140	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	0 (25%)	Immune	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	1~2	1~2	Power Sphere	Power Sphere	Smoke Bomb	Smoke Bomb (x2)	80,000	Smoke Bomb (x99)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +3%, Magic +3%
Armor	Dark Ward



GEMINI

HP	36,000 (13,560)	STR	33	AGL	21
MP	1	DEF	50	LUCK	0
AP	7800	MAG	1	EVA	1
GIL	1111	MAG DEF	30	ACC	9

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	20	20	90	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
80/256	2~4	1~2	Power Sphere	Power Sphere (x2)	Light Curtain	Light Curtain (x2)	720,000	Stamina Tonic (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningtouch, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silenceproof, Sleep Ward, Magic Def +3%



GENEAUX'S TENTACLE

HP	450 (500)	STR	14	AGL	10
MP	10	DEF	1	LUCK	10
AP	5	MAG	1	EVA	0
GIL	30	MAG DEF	1	ACC	20

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	Ability Sphere	Ability Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A



GEOSGAENO

HP	32,767 (32,767)	STR	36	AGL	48
MP	128	DEF	50	LUCK	15
AP	0	MAG	40	EVA	0
GIL	0	MAG DEF	50	ACC	50

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	95 (10%)	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A



GHOST

HP	9999 (4060)	STR	1	AGL	14
MP	350	DEF	120	LUCK	15
AP	1450	MAG	33	EVA	0
GIL	810	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

* Varies on every encounter.

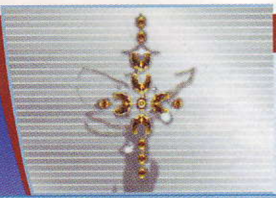
RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (7)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~3	Mana Sphere	Mana Sphere	Phoenix Down	Farplane Shadow	199,980	Mega Phoenix (x58)	Doom

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Death Ward, MP +10%, No Encounters



GOLD ELEMENT

HP	1200 (1800)	STR	1	AGL	7
MP	180	DEF	120	LUCK	15
AP	92	MAG	32	EVA	0
GIL	107	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	0~2	Mana Sphere	Mana Sphere	Electro Marble	Electro Marble (x2)	24,000	Lightning Marble (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward, Lightningproof



GRAT

HP	4000 (6000)	STR	28	AGL	12
MP	25	DEF	50	LUCK	15
AP	980	MAG	1	EVA	0
GIL	520	MAG DEF	50	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	20	Immune	25 (25%)	25	Immune	Immune	0	0	0	0	0	50	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
16/256	2~3	1~3	Mana Sphere	Mana Sphere	Antidote (x4)	Remedy (x3)	80,000	Remedy (x40)	Seed Cannon

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +5%, Magic +5%
Armor	Poison Ward, HP +5%, HP +10%,



GREAT MALBORO

HP	64,000 (13,560)	STR	36	AGL	18
MP	1	DEF	1	LUCK	15
AP	21,000	MAG	42	EVA	0
GIL	1900	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	50	50	50	50	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	Immune	0	0	0	0	0	0	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3~4	1~3	Mana Sphere (x2)	Mana Sphere (x2)	Remedy	Mana Tonic	1,280,000	Wings to Discovery (x8)	Bad Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Silencetouch, Sleeptouch, Poisontouch
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward



GRENADE

HP	7500 (5384)	STR	26	AGL	17
MP	63	DEF	1	LUCK	15
AP	1350	MAG	24	EVA	0
GIL	540	MAG DEF	150	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	95	25 (25%)	50	0	Immune	0	0	0	0	Immune	50	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
40/256	2~3	1~2	Power Sphere	Power Sphere	Fire Gem (x2)	Fire Gem (x3)	150,000	Shining Gem (x12)	Self-Destruct

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward, Fireproof



GRENDEL

HP	9500 (6972)	STR	41	AGL	31
MP	62	DEF	50	LUCK	15
AP	2600	MAG	23	EVA	0
GIL	730	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	95	25 (25%)	25	Immune	25	0	Immune	0	0	0	50	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	1~3	Ability Sphere	Ability Sphere (x2)	Hi-Potion	Mega-Potion	190,000	Mega-Potion (x60)	Blaze

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +10%,



GROTHIA

HP	8000 (2550)	STR	23	AGL	18
MP	600	DEF	10	LUCK	15
AP	0	MAG	21	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A



GUADO GUARDIAN

HP	1200 (1432)	STR	1	AGL	20
MP	330	DEF	1	LUCK	15
AP	290	MAG	14	EVA	0
GIL	480	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	0	25 (25%)	25	Immune	0	0	Immune	0	0	Immune	25	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	X-Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	HP +5%, MP +5%, Magic Def +3%

GUADO GUARDIAN



HP	2000 (2000)	STR	10	AGL	12
MP	10	DEF	1	LUCK	15
AP	290	MAG	15	EVA	0
GIL	300	MAG DEF	1	ACC	100

- WEAKNESS x1.5
- ABSORPTION +
- IMMUNITY /
- HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	0 (25%)	0	0	0	0	0	0	0	0	10	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	0	0	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	Ether	40,000	Ether (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	HP +5%, MP +5%, Magic Def +3%

GUADO GUARDIAN



HP	2600 (1432)	STR	1	AGL	20
MP	600	DEF	1	LUCK	15
AP	540	MAG	24	EVA	0
GIL	380	MAG DEF	1	ACC	0

- WEAKNESS x1.5
- ABSORPTION +
- IMMUNITY /
- HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	25 (25%)	25	0	0	0	Immune	0	0	Immune	25	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	X-Potion (x2)	52,000	X-Potion (x30)	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	HP +5%, MP +5%, Magic Def +3%

HALMA



HP	13,000 (13,560)	STR	46	AGL	23
MP	1	DEF	1	LUCK	15
AP	5300	MAG	1	EVA	0
GIL	1030	MAG DEF	120	ACC	0

- WEAKNESS x1.5
- ABSORPTION +
- IMMUNITY /
- HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~4	1~3	Power Sphere	Power Sphere (x2)	Hypello Potion (x3)	Shadow Gem (x2)	260,000	Supreme Gem (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Berserkproof

HEAD



HP	4000:1st; 1000: 2nd (800)	STR	1	AGL	15
MP	200	DEF	1	LUCK	0
AP	48	MAG	1	EVA	0
GIL	200	MAG DEF	1	ACC	0

- WEAKNESS x1.5
- ABSORPTION +
- IMMUNITY /
- HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
30/256	1~2	1~2	N/A	N/A	Potion	Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

ICE FLAN



HP	1350 (2025)	STR	1	AGL	9
MP	160	DEF	120	LUCK	15
AP	300	MAG	21	EVA	0
GIL	188	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~2	Mana Sphere	Mana Sphere	Arctic Wind	Arctic Wind (x2)	27,000	Ice Gem (x9)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Ice Ward, Iceproof

IGUION



HP	370 (555)	STR	23	AGL	19
MP	70	DEF	1	LUCK	15
AP	240	MAG	1	EVA	8
GIL	138	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	7400	Petrify Grenade (x5)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +5%

IMP



HP	880 (1320)	STR	1	AGL	24
MP	300	DEF	1	LUCK	15
AP	770	MAG	25	EVA	16
GIL	610	MAG DEF	180	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1	1	Mana Sphere	Mana Sphere	Lightning Gem	Lightning Gem (x2)	17,600	Lv. 1 Key Sphere (x4)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike, Strength +5%, Magic +5%
Armor	Lightning Ward, Lightningproof

IPIRIA



HP	180 (270)	STR	15	AGL	13
MP	35	DEF	1	LUCK	15
AP	24	MAG	1	EVA	7
GIL	46	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Speed Sphere	Power Sphere	Soft	Petrify Grenade	3600	Petrify Grenade (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +3%



IRON GIANT

HP	3600 (924)	STR	30	AGL	7
MP	1	DEF	1	LUCK	15
AP	800	MAG	1	EVA	0
GIL	600	MAG DEF	1	ACC	0

WEAKNESS x 1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~3	1~3	Power Sphere (x2)	Power Sphere (x3)	Light Curtain	Light Curtain	72,000	Stamina Tonic	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Strength +10%, Magic +5%, Magic +10%
Armor	SOS Regen, HP +5%, HP +10%



KILLER BEE

HP	110 (165)	STR	8	AGL	8
MP	5	DEF	1	LUCK	15
AP	9	MAG	1	EVA	10
GIL	23	MAG DEF	1	ACC	0

WEAKNESS x 1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Speed Sphere	Speed Sphere	Antidote	Poison Fang	2200	Poison Fang	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Poisonstrike, Strength +3%, Magic +3%
Armor	Poison Ward, MP +5%



KIMAHRI

HP	750 (300)	STR	10	AGL	15
MP	10	DEF	15	LUCK	15
AP	3	MAG	8	EVA	0
GIL	100	MAG DEF	5	ACC	10

WEAKNESS x 1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

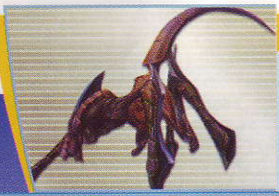
RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Ability Sphere (x2)	Ability Sphere (x2)	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing
Armor	Defense +5%



KLIKK

HP	1500 (400)	STR	14	AGL	4
MP	5	DEF	1	LUCK	15
AP	5	MAG	1	EVA	0
GIL	50	MAG DEF	1	ACC	50

WEAKNESS x 1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	Ability Sphere (x2)	Ability Sphere (x2)	Grenade	Grenade (x2)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

KUSARIQQU



HP	445 (668)	STR	32	AGL	7
MP	31	DEF	1	LUCK	15
AP	92	MAG	35	EVA	0
GIL	112	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Silver Hourglass	8900	Silver Hourglass (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, HP +5%

LAMASHTU



HP	275 (413)	STR	23	AGL	6
MP	21	DEF	1	LUCK	15
AP	32	MAG	20	EVA	0
GIL	72	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Power Sphere	Power Sphere	Potion	Silver Hourglass	5500	Silver Hourglass (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, HP +5%

LAND WORM



HP	80,000 (13,560)	STR	55	AGL	21
MP	160	DEF	10	LUCK	15
AP	22,000	MAG	50	EVA	0
GIL	2200	MAG DEF	10	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	20	20	0 (2%)	Immune	Immune	Immune	50	50	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3~4	1~3	Power Sphere	Lv. 4 Key Sphere	Stamina Spring	Stamina Spring	1,600,000	Dark Matter (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Slowtouch, Slowstrike, Strength +5%, Defense +5%
Armor	HP +10%, Auto-Potion

LARVA



HP	1498 (924)	STR	10	AGL	10
MP	1000	DEF	40	LUCK	15
AP	262	MAG	19	EVA	0
GIL	330	MAG DEF	45	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	Immune	Immune	0	Immune	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~2	1~2	Ability Sphere	Ability Sphere	Lunar Curtain	Lunar Curtain (x2)	29,960	Shining Thorn (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward

LEFT FIN



HP	65,000 (10,000)	STR	30	AGL	20
MP	999	DEF	100	LUCK	15
AP	16,000	MAG	30	EVA	0
GIL	10,000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3~4	1~2	HP Sphere	HP Sphere	Mega-Potion	Supreme Gem	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Poisonstrike
Armor	Poisonproof

LORD OCHU



HP	4649 (800)	STR	15	AGL	8
MP	39	DEF	1	LUCK	20
AP	40	MAG	23	EVA	0
GIL	420	MAG DEF	1	ACC	10

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	Immune	Immune	0	0	0	0	0	0	0	0	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~3	MP Sphere	HP Sphere	Potion	Potion	92,980	Remedy (x80)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +5%, Magic +5%
Armor	Darkness Ward, Silence Ward, Sleep Ward, Stone Ward, Confuse Ward, Berserk Ward

MACHEA



HP	18,000 (13,560)	STR	35	AGL	39
MP	59	DEF	55	LUCK	15
AP	8300	MAG	1	EVA	0
GIL	1450	MAG DEF	10	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	95	Immune	0	0	0	Immune	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	1~3	Mana Sphere	Lv. 3 Key Sphere	Hi-Potion (x2)	Stamina Tonic	360,000	Chocobo Wing (x60)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, SOS Overdrive
Armor	Defense +10%, Defense +20%

MAELSPIKE



HP	10,000 (7500)	STR	40	AGL	14
MP	35	DEF	50	LUCK	15
AP	600	MAG	33	EVA	0
GIL	330	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	0	Immune	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~4	1~2	Mana Sphere	Mana Sphere	Water Gem (x2)	Water Gem (x3)	200,000	Attribute Sphere	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%,
Armor	Zombie Ward, Defense +5%, Defense +10%

MAFDET



HP	710 (1065)	STR	29	AGL	9
MP	25	DEF	1	LUCK	15
AP	300	MAG	1	EVA	0
GIL	172	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Hypello Potion	14,200	Hypello Potion (x28)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +5%

MAGIC URN



HP	999,999 (9,999,999)	STR	1	AGL	0
MP	9999	DEF	255	LUCK	0
AP	0	MAG	40	EVA	0
GIL	0	MAG DEF	255	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (200)	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

MALBORO



HP	27,000 (4060)	STR	32	AGL	10
MP	1	DEF	1	LUCK	15
AP	2200	MAG	32	EVA	0
GIL	1500	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	Immune	0	0	0	0	0	0	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/286	2~4	1~3	Mana Sphere (x2)	Mana Sphere (x2)	Remedy	Remedy	540,000	Wings to Discovery (x4)	Bad Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Silencetouch, Sleeptouch, Poisontouch
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

MANDRAGORA



HP	31,000 (5384)	STR	34	AGL	13
MP	120	DEF	12	LUCK	15
AP	6230	MAG	40	EVA	0
GIL	1200	MAG DEF	15	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

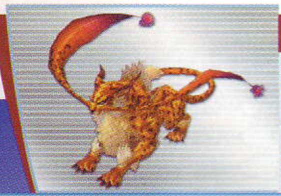
RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	95	Immune	25 (5%)	25	Immune	Immune	0	0	0	0	Immune	50	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~3	1~3	Mana Sphere	Mana Sphere	Remedy (x2)	Remedy (x3)	620,000	Return Sphere (x24)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +5%, Magic +5%,
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward



MASTER COEURL

HP	13,000 (13,560)	STR	42	AGL	23
MP	540	DEF	1	LUCK	15
AP	6500	MAG	38	EVA	0
GIL	2030	MAG DEF	40	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~4	1~3	Lv. 1 Key Sphere	Friend Sphere	Farplane Shadow (x2)	Farplane Shadow (x4)	260,000	Warp Sphere	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Deathtouch, Strength +5%, Magic +5%, Magic +10%
Armor	Death Ward, Deathproof, Defense +10%, Magic Def +10%



MASTER TONBERRY

HP	48,000 (13,560)	STR	47	AGL	18
MP	1	DEF	10	LUCK	15
AP	20,000	MAG	52	EVA	0
GIL	2400	MAG DEF	1	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
99	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (25)	0	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3~4	0~2	Power Sphere	Teleport Sphere	Mana Spring	Tetra Elemental	960,000	Pendulum (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Deathstrike, Slowstrike
Armor	Death Ward, Deathproof



MAZE LARVA

HP	2222 (2108)	STR	11	AGL	15
MP	1111	DEF	40	LUCK	0
AP	1850	MAG	24	EVA	0
GIL	620	MAG DEF	45	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	Immune	0	Immune	0	0	0	0	0	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~3	1~2	Ability Sphere	Ability Sphere	Fish Scale (x2)	Dragon Scale (x2)	44,400	Water Gem (x14)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Sleeptouch
Armor	Sleep Ward, Magic Def +5%



MECH DEFENDER

HP	8700 (5384)	STR	40	AGL	7
MP	1	DEF	15	LUCK	15
AP	950	MAG	1	EVA	0
GIL	880	MAG DEF	10	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

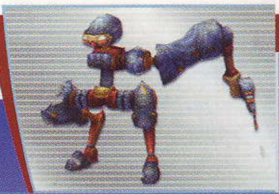
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~4	1~3	Phoenix Down	Mega Phoenix	Al Bhed Potion (x2)	Al Bhed Potion (x3)	174,000	Al Bhed Potion (x99)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

MECH GUARD



HP	1280 (1432)	STR	25	AGL	10
MP	1	DEF	1	LUCK	15
AP	310	MAG	1	EVA	0
GIL	600	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Hi-Potion	Hi-Potion	Grenade (x2)	Grenade (x3)	25,600	Grenade (x50)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

MECH GUNNER



HP	2800 (1432)	STR	31	AGL	6
MP	1	DEF	10	LUCK	15
AP	540	MAG	1	EVA	0
GIL	800	MAG DEF	10	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~3	Hi-Potion (x2)	Hi-Potion (x2)	Al Bhed Potion	Al Bhed Potion (x2)	56,000	Al Bhed Potion (x40)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

MECH HUNTER



HP	5500 (4060)	STR	36	AGL	8
MP	1	DEF	10	LUCK	15
AP	820	MAG	1	EVA	0
GIL	673	MAG DEF	10	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~4	1~3	Phoenix Down	Mega Phoenix	Al Bhed Potion	Al Bhed Potion (x2)	110,000	Al Bhed Potion (x60)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

MECH LEADER



HP	3700 (5550)	STR	31	AGL	15
MP	1	DEF	5	LUCK	0
AP	830	MAG	28	EVA	0
GIL	530	MAG DEF	19	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Hi-Potion	Mega Potion	Grenade (x2)	Frag Grenade (x2)	74,000	Door to Tomorrow (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

MECH SCOUTER



HP	2750 (4125)	STR	1	AGL	15	WEAKNESS	x 1.5
MP	1	DEF	1	LUCK	0	ABSORPTION	+
AP	480 (Norm.) 530 (Burn.)	MAG	1	EVA	0	IMMUNITY	/
GIL	384 (Norm.) 215 (Burn.)	MAG DEF	14	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Hi-Potion	Mega-Potion	Grenade	Grenade (x4) (Normal) /Grenade (x3) (Burning)	55,000	Door to Tomorrow	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

MELUSINE



HP	265 (405)	STR	20	AGL	17	WEAKNESS	x 1.5
MP	65	DEF	1	LUCK	15	ABSORPTION	+
AP	92	MAG	1	EVA	8	IMMUNITY	/
GIL	108	MAG DEF	120	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20 0	(25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	5300	Petrify Grenade (x4)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +3%

MIMIC



A B C

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

D

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

A

HP	60,000 (13,560)	STR	54	AGL	25
MP	10	DEF	1	LUCK	15
AP	0	MAG	26	EVA	0
GIL	50,000	MAG DEF	1	ACC	0

C

HP	40,000 (13,560)	STR	42	AGL	22
MP	10	DEF	255	LUCK	15
AP	0	MAG	12	EVA	0
GIL	50,000	MAG DEF	1	ACC	0

B

HP	40,000 (13,560)	STR	33	AGL	29
MP	10	DEF	150	LUCK	15
AP	0	MAG	38	EVA	0
GIL	50,000	MAG DEF	150	ACC	0

D

HP	40,000 (13,560)	STR	42	AGL	22
MP	10	DEF	1	LUCK	15
AP	0	MAG	58	EVA	0
GIL	50,000	MAG DEF	255	ACC	0

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	Immune	0	0	0	Immune	0	0	Immune	Immune	0	Immune	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A



MI'IHEN FANG

HP	160 (240)	STR	16	AGL	13
MP	20	DEF	1	LUCK	15
AP	20	MAG	1	EVA	5
GIL	33	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Power Sphere	Power Sphere	Potion	Sleeping Powder	3200	Sleeping Powder (x5)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% , Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +3%



MORTIBODY

HP	4000	STR	22	AGL	28
MP	50	DEF	50	LUCK	20
AP	0	MAG	20	EVA	0
GIL	0	MAG DEF	1	ACC	100

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	50	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	Immune	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A



MORTIVESSEL

HP	4000	STR	40	AGL	38
MP	512	DEF	100	LUCK	15
AP	0	MAG	40	EVA	0
GIL	0	MAG DEF	1	ACC	100

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A



MURUSSU

HP	580 (870)	STR	25	AGL	7
MP	20	DEF	1	LUCK	15
AP	240	MAG	1	EVA	0
GIL	165	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Hypello Potion	11,600	Hypello Potion (x24)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +5%

MUSHUSSU



HP	680 (1020)	STR	36	AGL	9
MP	38	DEF	1	LUCK	15
AP	310	MAG	42	EVA	0
GIL	270	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

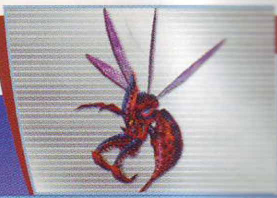
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere, Al Bhed Potion	Power Sphere, Al Bhed Potion	Hi-Potion	Gold Hourglass	13,600	Soft	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, HP +10%

NEBIROS



HP	700 (1050)	STR	22	AGL	22
MP	65	DEF	1	LUCK	15
AP	480	MAG	1	EVA	16
GIL	320	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Mana Sphere	Mana Sphere	Poison Fang	Poison Fang (x2)	14,000	Poison Fang (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Poison Ward

NEGATOR



HP	1000 (1000)	STR	1	AGL	0
MP	1	DEF	1	LUCK	0
AP	220	MAG	1	EVA	0
GIL	300	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARMOR BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	Immune	0	0	Immune	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
40/256	1~3	1~2	Potion	Hi-Potion	Hi-Potion	Hi-Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

NIDHOGG



HP	2000 (3000)	STR	43	AGL	10
MP	46	DEF	1	LUCK	15
AP	810	MAG	50	EVA	0
GIL	602	MAG DEF	180	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Gold Hourglass	40,000	Gold Hourglass (x12)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward

OBLITZERATOR



HP	6000 (600)	STR	16	AGL	1
MP	10	DEF	1	LUCK	0
AP	36	MAG	1	EVA	0
GIL	580	MAG DEF	1	ACC	10

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	Immune	Immune	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Elixir	Elixir	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Defense +3%

OCHU



HP	7200 (924)	STR	22	AGL	6
MP	35	DEF	1	LUCK	15
AP	180	MAG	14	EVA	0
GIL	520	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	100 (5%)	0	0	Immune	0	0	0	0	0	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	1~3	1~3	Power Sphere	Mana Sphere (x2)	Remedy	Remedy (x2)	144,000	Remedy (x70)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +5%, Magic +5%
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confusion Ward, Berserk Ward

OCTOPUS



HP	4500 (2108)	STR	27	AGL	10
MP	1	DEF	1	LUCK	15
AP	700	MAG	5	EVA	0
GIL	220	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	1	0~1	Mana Sphere	Mana Sphere	Dragon Scale (x2)	Water Gem (x2)	90,000	Stamina Spring (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +5%, Magic +5%
Armor	Water Ward, HP +5%

OGRE



HP	9400 (4060)	STR	28	AGL	17
MP	3	DEF	1	LUCK	15
AP	1080	MAG	1	EVA	0
GIL	980	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	0	95	25 (25%)	25	Immune	25	Immune	0	0	0	0	25	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	1~2	1~2	Power Sphere	Power Sphere	Stamina Spring	Stamina Spring (x2)	188,000	Stamina Spring (x50)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, Counterattack
Armor	SOS Haste, HP +10%

OMEGA WEAPON



HP	99,999 (13,560)	STR	54	AGL	32
MP	1	DEF	80	LUCK	15
AP	50,000	MAG	50	EVA	0
GIL	30,000	MAG DEF	20	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (222)	0	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1	Lv. 4 Key Sphere (x3)	Lv. 4 Key Sphere (x3)	N/A	N/A	N/A	N/A	Nova

EQUIPMENT ABILITIES

Weapon	Triple Drive
Armor	Break HP Limit

PHLEGYAS



HP	1680 (2108)	STR	26	AGL	12
MP	50	DEF	1	LUCK	15
AP	650	MAG	33	EVA	0
GIL	410	MAG DEF	20	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	95	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~3	1~3	Power Sphere	Power Sphere	Dragon Scale (x2)	Water Gem	33,600	Healing Spring (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%
Armor	MP +10%, Auto-Med

PIRANHA



HP	50 (225)	STR	6	AGL	12
MP	1	DEF	1	LUCK	15
AP	1	MAG	1	EVA	0
GIL	2	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	Power Sphere	Ability Sphere	Grenade	Grenade (x2)	1000	Water Gem	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

PTERYA



HP	12,000 (2550)	STR	20	AGL	21
MP	1000	DEF	10	LUCK	15
AP	0	MAG	18	EVA	0
GIL	0	MAG DEF	10	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

PUROBOROS



HP	20,000 (13,560)	STR	36	AGL	28
MP	180	DEF	40	LUCK	15
AP	3200	MAG	25	EVA	0
GIL	970	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

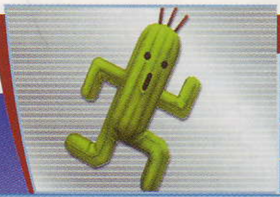
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	3~4	1~2	Mana Sphere	Lv. 1 Key Sphere	Fire Gem (x3)	Fire Gem (x4)	400,000	Shining Gem (x36)	Self-Destruct

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fireproof, Fire Eater

QACTUAR



HP	500 (750)	STR	19	AGL	15
MP	1	DEF	1	LUCK	15
AP	350	MAG	1	EVA	17
GIL	1500	MAG DEF	255	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	Immune	25 (1%)	25	0	Immune	Immune	Immune	Immune	Immune	0	25	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	Immune	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Speed Sphere	Speed Sphere (x2)	Chocobo Feather	Chocobo Feather	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Initiative, Strength +5%, Magic +5%
Armor	HP +5%, HP Stroll, MP Stroll

RAGORA



HP	780 (1170)	STR	18	AGL	8
MP	15	DEF	1	LUCK	15
AP	20	MAG	1	EVA	0
GIL	48	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
16/256	1~2	1~2	Mana Sphere	Mana Sphere	Antidote	Remedy	15,600	Remedy (x8)	Seed Cannon

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +3%, Magic +3%
Armor	Poison Ward, HP +5%

RALDO



HP	240 (360)	STR	19	AGL	5
MP	10	DEF	1	LUCK	15
AP	20	MAG	1	EVA	0
GIL	42	MAG DEF	120	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Power Sphere	Power Sphere	Potion	Hypello Potion	4800	Hypello Potion (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +3%



RAPTOR

HP	200 (300)	STR	18	AGL	14
MP	45	DEF	1	LUCK	15
AP	32	MAG	1	EVA	7
GIL	48	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

Equipment Dropped: Drop Ratio	Ability Slots	Abilities Attached	Items Dropped: Normal	Rare	Items Stolen: Normal	Rare	Bribe: Gil Required	Item Received	Enemy Skills
8/256	1~2	1~2	Speed Sphere	Power Sphere	Soft	Petrify Grenade	4000	Petrify Grenade (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +3%



RED ELEMENT

HP	450 (675)	STR	1	AGL	6
MP	130	DEF	120	LUCK	15
AP	32	MAG	23	EVA	0
GIL	55	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

Equipment Dropped: Drop Ratio	Ability Slots	Abilities Attached	Items Dropped: Normal	Rare	Items Stolen: Normal	Rare	Bribe: Gil Required	Item Received	Enemy Skills
8/256	1~2	0~2	Mana Sphere	Mana Sphere	Bomb Fragment	Bomb Fragment (x2)	9000	Bomb Core (x8)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward, Fireproof



REMORA

HP	3000 (2108)	STR	30	AGL	11
MP	22	DEF	30	LUCK	15
AP	830	MAG	25	EVA	0
GIL	535	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	95	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

Equipment Dropped: Drop Ratio	Ability Slots	Abilities Attached	Items Dropped: Normal	Rare	Items Stolen: Normal	Rare	Bribe: Gil Required	Item Received	Enemy Skills
60/256	2~3	1~2	Mana Sphere	Mana Sphere	Dragon Scale	Dragon Scale (x2)	60,000	Water Gem (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%
Armor	Zombie Ward, Defense +5%



RIGHT FIN

HP	65,000 (10,000)	STR	30	AGL	20
MP	999	DEF	100	LUCK	15
AP	17,000	MAG	30	EVA	0
GIL	10,000	MAG DEF	50	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

Equipment Dropped: Drop Ratio	Ability Slots	Abilities Attached	Items Dropped: Normal	Rare	Items Stolen: Normal	Rare	Bribe: Gil Required	Item Received	Enemy Skills
255/256	3~4	1~2	Lv. 3 Key Sphere	Lv. 3 Key Sphere	X-Potion	Shining Gem	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Stonestrike
Armor	Stoneproof



SAHAGIN

HP	100 (200)	STR	3	AGL	5
MP	5	DEF	1	LUCK	0
AP	0	MAG	1	EVA	0
GIL	0	MAG DEF	1	ACC	25

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	N/A
Armor	N/A



SAHAGIN

HP	380 (570)	STR	13	AGL	18
MP	20	DEF	1	LUCK	15
AP	560	MAG	1	EVA	0
GIL	200	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Fish Scale (x2)	Dragon Scale	7600	Water Gem	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +3%, Magic +3%
Armor	Water Ward, HP +5%



SAHAGIN

HP	1380 (2070)	STR	28	AGL	15
MP	20	DEF	15	LUCK	15
AP	200	MAG	24	EVA	0
GIL	180	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Fish Scale (x2)	Dragon Scale (x2)	27,600	Water Gem	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +3%, Magic +3%
Armor	Water Ward, HP+5%



SAHAGIN CHIEF

HP	170 (340)	STR	12	AGL	8
MP	5	DEF	1	LUCK	0
AP	2	MAG	1	EVA	0
GIL	20	MAG DEF	1	ACC	25

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	Immune	Immune	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	N/A
Armor	N/A

SANCTUARY KEEPER



HP	40,000 (6400)	STR	37	AGL	32
MP	256	DEF	100	LUCK	15
AP	11,000	MAG	40	EVA	0
GIL	6500	MAG DEF	100	ACC	50

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	100	90 (5%)	Immune	0	Immune	50	50	0	0	0	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1~2	Return Sphere	Return Sphere	Turbo Ether	Turbo Ether (x2)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Half MP Cost
Armor	MP +10%

SANDRAGORA



HP	12,750 (1432)	STR	25	AGL	12
MP	3	DEF	1	LUCK	15
AP	540	MAG	1	EVA	0
GIL	336	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	Immune	25 (25%)	25	Immune	Immune	Immune	0	0	0	Immune	25	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
16/256	1~3	1~3	Mana Sphere	Al Bhed Potion (x2)	Remedy (x2)	Musk (x10)	255,000	Remedy (x99)	Seed Cannon

EQUIPMENTT ABILITIES

Weapon	Piercing, Poisontouch, Strength +3%, Magic +3%
Armor	Poison Ward, HP +5%, HP +10%

SAND WOLF



HP	450 (675)	STR	23	AGL	23
MP	55	DEF	1	LUCK	15
AP	310	MAG	1	EVA	9
GIL	225	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Al Bhed Potion	Sleeping Powder (x2)	Sleeping Powder (x2)	9000	Sleeping Powder (x12)	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +5%

SAND WORM



HP	45,000 (1432)	STR	30	AGL	8
MP	100	DEF	5	LUCK	15
AP	2000	MAG	28	EVA	0
GIL	1000	MAG DEF	5	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	50	0 (10%)	Immune	Immune	Immune	50	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	1~3	Ability Sphere (x2)	Lv. 1 Key Sphere	Shadow Gem (x2)	Stamina Spring (x2)	900,000	Winning Formula (x15)	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Slowtouch, Strength +5%, Magic +3%
Armor	HP +10%, Auto-Potion



SEYMOUR

HP	6000 (1400)	STR	20	AGL	20
MP	100	DEF	1	LUCK	15
AP	2000	MAG	25	EVA	0
GIL	5000	MAG DEF	25	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	40 (10%)	Immune	0	Immune	Immune	50	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~4	1~2	Blk Magic Sphere	Special Sphere	Turbo Ether	Elixir	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Silencestrike
Armor	Silenceproof



SEYMOUR FLUX

HP	70,000 (3500)	STR	30	AGL	38
MP	512	DEF	40	LUCK	15
AP	10,000	MAG	15	EVA	0
GIL	6000	MAG DEF	40	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	50	Immune	90 (2%)	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~4	1~2	Lv. 4 Key Sphere	Lv. 4 Key Sphere	Elixir	Elixir	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Darkstrike
Armor	SOS Shell



SEYMOUR NATUS

HP	36,000 (3500)	STR	30	AGL	2
MP	200	DEF	1	LUCK	15
AP	6300	MAG	25	EVA	0
GIL	3500	MAG DEF	1	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	50 (4%)	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	10
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1~2	Lv. 2 Key Sphere (x2)	Lv. 2 Key Sphere (x2)	Tetra Elemental (x2)	Tetra Elemental (x3)	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS Shell



SEYMOUR OMNIS

HP	80,000 (15,000)	STR	20	AGL	40
MP	999	DEF	180	LUCK	20
AP	24,000	MAG	35	EVA	0
GIL	12,000	MAG DEF	100	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	Immune	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3~4	1~2	Lv. 3 Key Sphere	Lv. 3 Key Sphere (x2)	Shining Gem	Supreme Gem	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Magic +20%
Armor	SOS Shell, SOS Protect, SOS Haste

SHRED



HP	1950 (2925)	STR	35	AGL	10
MP	30	DEF	1	LUCK	15
AP	480	MAG	1	EVA	0
GIL	368	MAG DEF	180	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Hypello Potion	Hypello Potion (x2)	39,000	Hypello Potion (x50)	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward

SIMURGH



HP	200 (300)	STR	13	AGL	17
MP	27	DEF	1	LUCK	15
AP	48	MAG	1	EVA	0
GIL	73	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Smoke Bomb	Smoke Bomb (x2)	4000	Smoke Bomb (x5)	N/A

EQUIPMENTT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Magic +3%
Armor	Dark Ward, Magic Def +3%

SIN (FIN)



HP	2000 (1000)	STR	1	AGL	6
MP	100	DEF	1	LUCK	15
AP	10	MAG	1	EVA	0
GIL	100	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	0	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Mana Sphere	Mana Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

SIN (CORE)



HP	36,000 (3000)	STR	1	AGL	20
MP	999	DEF	100	LUCK	15
AP	18,000	MAG	30	EVA	0
GIL	10000	MAG DEF	100	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	Immune	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3~4	1~2	MP Sphere	MP Sphere	Stamina Spring (x3)	Stamina Spring (x4)	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Slowstrike
Armor	Slowproof



SIN (HEAD)

HP	140,000 (10000)	STR	30	AGL	30
MP	999	DEF	40	LUCK	15
AP	20,000	MAG	30	EVA	0
GIL	12,000	MAG DEF	40	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3~4	1~3	Lv. 3 Key Sphere	Lv. 3 Key Sphere	Ether	Supreme Gem	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Darkstrike, Silencestrike, Sleepstrike, Slowstrike
Armor	Silenceproof



SINSCALE

HP	100 (500)	STR	5	AGL	8
MP	0	DEF	1	LUCK	0
AP	0	MAG	1	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	Immune	0	0	0	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	N/A
Armor	N/A



SINSCALE

HP	100 (300)	STR	11	AGL	1
MP	0	DEF	1	LUCK	0
AP	2	MAG	1	EVA	0
GIL	24	MAG DEF	1	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	Immune	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	Mana Sphere	Mana Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	N/A
Armor	N/A



SINSCALE

HP	200 (400)	STR	13	AGL	12
MP	0	DEF	1	LUCK	0
AP	2	MAG	1	EVA	0
GIL	22	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	N/A
Armor	N/A

SINSPAWN: AMMES



HP	2400 (1000)	STR	1	AGL	9
MP	400	DEF	1	LUCK	10
AP	0	MAG	5	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	Immune	Immune	0	Immune	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	N/A
Armor	N/A

SINSPAWN ECHUILLES



HP	2000 (400)	STR	10	AGL	5
MP	20	DEF	1	LUCK	15
AP	12	MAG	15	EVA	0
GIL	115	MAG DEF	1	ACC	15

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	Immune	0	Immune	0	0	0	0	0	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Ability Sphere (x2)	Ability Sphere (x2)	N/A	N/A	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward

SINSPAWN: GENAIS



HP	20,000 (2000)	STR	30	AGL	25
MP	200	DEF	80	LUCK	15
AP	1800	MAG	35	EVA	0
GIL	10,000	MAG DEF	50	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

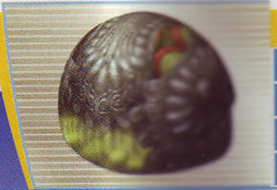
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	100	Immune	Immune	Immune	0	Immune	0	0	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (30)	0	0	0	Immune	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3~4	1~2	Return Sphere	Return Sphere	Star Curtain	Shining Gem	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Zombiestrike
Armor	Zombieproof

SINSPAWN: GENEAUX



HP	3000 (900)	STR	15	AGL	7
MP	30	DEF	1	LUCK	0
AP	48	MAG	10	EVA	0
GIL	300	MAG DEF	1	ACC	100

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Power Sphere (x2)	Power Sphere (x3)	N/A	N/A	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Darktouch
Armor	Dark Ward

SINSPAWN: GUI



HP	12,000 (800)	STR	29	AGL	10
MP	30	DEF	1	LUCK	15
AP	400	MAG	20	EVA	0
GIL	1000	MAG DEF	30	ACC	100

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	N/A	N/A	Potion	Potion	N/A	N/A	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Sleepstrike
Armor	Sleepproof

SKOLL



HP	1000 (1500)	STR	1	AGL	7
MP	60	DEF	120	LUCK	15
AP	480	MAG	19	EVA	0
GIL	420	MAG DEF	1	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Dream Powder	Dream Powder (x2)	20,000	Dream Powder (x12)	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward

SNOW FLAN



HP	600 (900)	STR	1	AGL	0
MP	120	DEF	1	LUCK	0
AP	48	MAG	1	EVA	0
GIL	93	MAG DEF	8	ACC	100

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~2	Mana Sphere	Mana Sphere	Antarctic Wind (x2)	Antarctic Wind (x2)	12,000	Arctic Wind (x10)	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Icestrike
Armor	Ice Ward, Iceproof

SNOW WOLF



HP	400 (600)	STR	20	AGL	20
MP	50	DEF	1	LUCK	15
AP	300	MAG	1	EVA	8
GIL	192	MAG DEF	120	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENTT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Sleeping Powder	Sleeping Powder (x2)	8000	Sleeping Powder (x11)	N/A

EQUIPMENTT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +5%



SPATHI

HP	20,000 (2550)	STR	31	AGL	20
MP	1500	DEF	1	LUCK	15
AP	0	MAG	38	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS (x1.5) · ABSORPTION (+) · IMMUNITY (/) · HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A



SPECTRAL KEEPER

HP	52,000 (8000)	STR	36	AGL	36
MP	500	DEF	100	LUCK	15
AP	12,000	MAG	1	EVA	0
GIL	7000	MAG DEF	100	ACC	8

WEAKNESS (x1.5) · ABSORPTION (+) · IMMUNITY (/) · HALF DAMAGE (1/2)

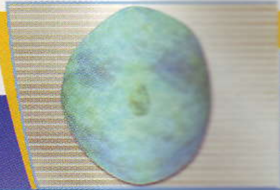
RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1~3	Lv. 4 Key Sphere	Lv. 4 Key Sphere	Ether	Turbo Ether	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fireproof, Lightningproof, Waterproof, Iceproof



SPHERIMORPH

HP	12,000 (2000)	STR	20	AGL	15
MP	100	DEF	100	LUCK	15
AP	3420	MAG	20	EVA	0
GIL	4000	MAG DEF	1	ACC	30

WEAKNESS (x1.5) · ABSORPTION (+) · IMMUNITY (/) · HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	90 (5%)	Immune	Immune	0	0	0	0	0	75	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (20)	0	0	0	0	0	0	0	Immune	Immune	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1~3	Lv. 2 Key Sphere	Lv. 2 Key Sphere	Ether	Turbo Ether	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward



SPIRIT

HP	10,000 (13,560)	STR	1	AGL	24
MP	700	DEF	60	LUCK	15
AP	4300	MAG	42	EVA	0
GIL	1300	MAG DEF	1	ACC	0

WEAKNESS (x1.5) · ABSORPTION (+) · IMMUNITY (/) · HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	0	0	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	3~4	1~3	Mana Sphere	Friend Sphere	Healing Spring	Healing Spring (x2)	200,000	Twin Stars (x10)	White Wind

EQUIPMENT ABILITIES

Weapon	Piercing, Sleeptouch
Armor	Sleepproof, Magic Def +20%

SPLASHER



HP	200 (900)	STR	14	AGL	20
MP	2	DEF	1	LUCK	15
AP	140	MAG	1	EVA	10
GIL	100	MAG DEF	1	ACC	0

- WEAKNESS x1.5
- ABSORPTION +
- IMMUNITY /
- HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1	0~1	Power Sphere	Power Sphere	Grenade	Frag Grenade	1200	Dragon Scale (x12)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +5%, Magic +5%
Armor	HP +5%, Defense +3%

SWAMP MAFDET



HP	850 (1275)	STR	30	AGL	6
MP	1	DEF	1	LUCK	15
AP	0	MAG	1	EVA	0
GIL	0	MAG DEF	120	ACC	0

- WEAKNESS x1.5
- ABSORPTION +
- IMMUNITY /
- HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	17,000	Hypello Potion (x28)	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

THORN



HP	4080 (4060)	STR	1	AGL	8
MP	120	DEF	1	LUCK	15
AP	830	MAG	25	EVA	0
GIL	530	MAG DEF	1	ACC	0

- WEAKNESS x1.5
- ABSORPTION +
- IMMUNITY /
- HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	Immune	Immune	Immune	25	0	Immune	0	Immune	0	0	0	25	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~2	Mana Sphere	Mana Sphere	Silence Grenade (x2)	Ether	81,600	Turbo Ether (x16)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Sleeptouch, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Sleep Ward, MP +5%

THUNDER FLAN



HP	450 (675)	STR	1	AGL	6
MP	50	DEF	120	LUCK	15
AP	24	MAG	17	EVA	0
GIL	50	MAG DEF	1	ACC	0

- WEAKNESS x1.5
- ABSORPTION +
- IMMUNITY /
- HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Mana Sphere	Mana Sphere	Electro Marble	Electro Marble (x2)	9000	Lightning Marble (x8)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward, Lightningproof

TONBERRY



HP	13,500 (4060)	STR	40	AGL	14
MP	1	DEF	10	LUCK	15
AP	6500	MAG	43	EVA	0
GIL	2000	MAG DEF	10	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (25)	0	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~3	0~2	Power Sphere	Lv. 2 Key Sphere	Hi-Potion	Farplane Shadow	270,000	Amulet (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Deathtouch, Slowtouch
Armor	Death Ward

TROS



HP	2200 (600)	STR	10	AGL	12
MP	10	DEF	1	LUCK	15
AP	8	MAG	1	EVA	0
GIL	100	MAG DEF	1	ACC	20

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	Immune	Immune	0	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	Power Sphere (x2)	Power Sphere (x2)	Grenade	Grenade (x3)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

ULTIMA WEAPON



HP	70,000 (13,560)	STR	50	AGL	28
MP	1	DEF	60	LUCK	15
AP	40,000	MAG	45	EVA	0
GIL	20,000	MAG DEF	60	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	95	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (99)	0	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1	Lv. 3 Key Sphere (x3)	Lv. 3 Key Sphere (x3)	Door to Tomorrow (x10)	Door to Tomorrow (x20)	140,000	Pendulum (x99)	N/A

EQUIPMENT ABILITIES

Weapon	Double Drive
Armor	Break MP Limit

VALAHA



HP	8700 (4060)	STR	36	AGL	23
MP	29	DEF	1	LUCK	15
AP	1320	MAG	21	EVA	0
GIL	720	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	95	25 (25%)	25	Immune	0	0	Immune	0	0	0	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	Hi-Potion (x2)	174,000	X-Potion (x60)	Fire Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +10%

VARUNA



HP	56,000 (11,036)	STR	13	AGL	26
MP	1	DEF	50	LUCK	15
AP	19,500	MAG	38	EVA	0
GIL	1780	MAG DEF	10	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	80	Immune	Immune	0	Immune	Immune	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (7)	0	0	0	Immune	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3~4	0~2	Mana Sphere	Lv. 2 Key Sphere	Farplane Wind	Shining Gem	1,120,000	Megalixir (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +10%, Double Drive
Armor	SOS Shell, Magic Def +10%

VOUIVRE



HP	255 (500)	STR	20	AGL	3
MP	1	DEF	1	LUCK	0
AP	14	MAG	1	EVA	0
GIL	50	MAG DEF	1	ACC	25

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Slow Ward, HP +5%

VOUIVRE



HP	255 (383)	STR	20	AGL	6
MP	22	DEF	1	LUCK	15
AP	24	MAG	21	EVA	0
GIL	60	MAG DEF	120	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Power Sphere	Power Sphere	Potion	Silver Hourglass	5100	Silver Hourglass (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% , Magic +3%
Armor	Slow Ward, HP +5%

WARRIOR MONK



HP	1400 (2100)	STR	20	AGL	19
MP	20	DEF	1	LUCK	15
AP	420	MAG	20	EVA	0
GIL	460	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	25 (25%)	25	0	25	Immune	Immune	0	0	0	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion (x2)	Purifying Salt	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Death Ward, Magic Def +5%

WARRIOR MONK



HP	1400 (2100)	STR	20	AGL	17
MP	20	DEF	1	LUCK	15
AP	420	MAG	20	EVA	0
GIL	460	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	25 (25%)	25	0	25	Immune	Immune	0	0	0	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	Purifying Salt	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Death Ward, Magic Def +5%

WASP



HP	360 (540)	STR	17	AGL	18
MP	30	DEF	1	LUCK	15
AP	240	MAG	1	EVA	13
GIL	142	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Hi-Potion	Poison Fang	7200	Poison Fang (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Poison Ward, MP +10%

WATER FLAN



HP	315 (473)	STR	3	AGL	5
MP	30	DEF	120	LUCK	15
AP	2	MAG	15	EVA	0
GIL	18	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Mana Sphere	Mana Sphere	Fish Scale	Dragon Scale	6300	Water Gem (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward, Waterproof

WENDIGO



HP	18,000 (1432)	STR	40	AGL	18
MP	32	DEF	1	LUCK	15
AP	2000	MAG	1	EVA	0
GIL	3000	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

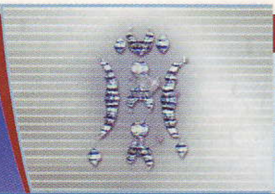
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	Immune	Immune	Immune	Immune	0	0	0	0	0	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	Immune	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	1~2	1~2	Power Sphere	Power Sphere (x2)	Hi-Potion	X-Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Counter
Armor	SOS Haste, HP +10%

WHITE ELEMENT



HP	390 (585)	STR	1	AGL	5
MP	120	DEF	120	LUCK	15
AP	20	MAG	22	EVA	0
GIL	48	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

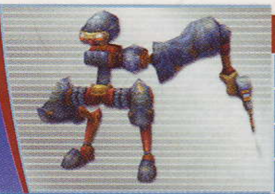
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	0~2	Mana Sphere	Mana Sphere	Antarctic Wind	Antarctic Wind (x2)	7800	Arctic Wind (x7)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Ice Ward, NulFrost

WORKER



HP	300 (600)	STR	12	AGL	10
MP	1	DEF	100	LUCK	15
AP	7	MAG	1	EVA	0
GIL	85	MAG DEF	1	ACC	15

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~2	Hi-Potion	X-Potion	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulFire, SOS NulShock, SOS NulTide, SOS NulFrost

WRAITH



HP	22,222 (13,560)	STR	1	AGL	25
MP	3500	DEF	150	LUCK	15
AP	3100	MAG	24	EVA	0
GIL	1070	MAG DEF	30	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
40/256	2~4	1~3	Mana Sphere	Mana Sphere (x2)	Farplane Shadow	Farplane Wind	444,440	Farplane Wind (x60)	Doom

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Strength +10%
Armor	Magic Def +10%, No Encounters

XIPHOS



HP	2700 (1432)	STR	20	AGL	17
MP	5	DEF	1	LUCK	15
AP	520	MAG	1	EVA	0
GIL	220	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	50	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
28/256	1~3	1~3	Ability Sphere	Ability Sphere (x2)	Hi-Potion	Mega-Potion	54,000	Megalixir	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Magic +3%
Armor	Defense +5%, SOS Overdrive



YAT-97

HP	3700 (5550)	STR	43	AGL	12
MP	1	DEF	1	LUCK	15
AP	3200	MAG	38	EVA	0
GIL	1080	MAG DEF	120	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
30/256	2~4	0~2	Phoenix Down (x2)	Mega Phoenix	Holy Water (x3)	Ether (x2)	74,000	Ether (x16)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward



YAT-99

HP	2700 (2108)	STR	40	AGL	9
MP	1	DEF	1	LUCK	15
AP	1870	MAG	32	EVA	0
GIL	1300	MAG DEF	120	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (15)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
30/256	2~3	0~2	Phoenix Down	Mega Phoenix	Remedy	Ether	54,000	Ether (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward



YELLOW ELEMENT

HP	300 (450)	STR	1	AGL	5
MP	100	DEF	120	LUCK	15
AP	9	MAG	18	EVA	0
GIL	33	MAG DEF	1	ACC	0

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	0~2	Mana Sphere	Mana Sphere	Electro Marble	Lightning Marble	6000	Lightning Marble (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward



YENKE RONSO

HP	Varies (2500)	STR	2	AGL	4
MP	200	DEF	30	LUCK	15
AP	4500	MAG	3	EVA	0
GIL	1500	MAG DEF	50	ACC	100

WEAKNESS (x1.5)
ABSORPTION (+)
IMMUNITY (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (20)	0	0	0	Immune	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1	Return Sphere	Friend Sphere	Lv. 3 Key Sphere	Lv. 3 Key Sphere (x2)	N/A	N/A	Fire Breath, Stone Breath, Aqua Breath, White Wind

EQUIPMENT ABILITIES

Weapon	Piercing
Armor	MP +20%



YKT-11

HP	6200 (8848)	STR	34	AGL	25
MP	1	DEF	1	LUCK	15
AP	3200	MAG	1	EVA	0
GIL	1080	MAG DEF	60	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	95	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
30/256	2~4	0~2	Hi-Potion (x2)	Mega-Potion	Holy Water (x3)	Ether (x2)	124,000	Elixir (x12)	Spin Kick

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward



YKT-63

HP	4200 (2108)	STR	30	AGL	22
MP	1	DEF	1	LUCK	15
AP	1870	MAG	1	EVA	0
GIL	1300	MAG DEF	60	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	95	Immune	Immune	0	Immune	Immune	Immune	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (15)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
30/256	2~3	0~2	Hi-Potion	Mega-Potion	Remedy	Ether	8400	Elixir (x8)	Spin Kick

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward



YOJIMBO

HP	33,000 (4060)	STR	34	AGL	32
MP	2000	DEF	80	LUCK	15
AP	0	MAG	35	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	N/A

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A



YOWIE

HP	900 (1350)	STR	26	AGL	29
MP	95	DEF	1	LUCK	15
AP	810	MAG	1	EVA	10
GIL	480	MAG DEF	180	ACC	0

WEAKNESS x1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	18,000	Petrify Grenade (x12)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward



YUNALESCA

HP	1st 24,000 2nd 48,000 3rd 60,000	STR	20	AGL	40
MP	500	DEF	50	LUCK	20
AP	14,000	MAG	30	EVA	0
GIL	9000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	75	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	Immune	0	0	Immune	Immune	Immune	Lv. 4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~4	1~2	Lv. 3 Key Sphere	Lv. 3 Key Sphere	Mega-Potion	Farplane Wind	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Zombiestrike
Armor	Zombieproof



ZAURUS

HP	7850 (11,775)	STR	38	AGL	46
MP	1	DEF	30	LUCK	15
AP	5000	MAG	1	EVA	14
GIL	950	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (9)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~4	1~3	Speed Sphere (x2)	Speed Sphere (x2)	Petrify Grenade (x2)	Petrify Grenade (x3)	164,000	Rename Card (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Slowproof



ZU

HP	12,000 (12,000)	STR	32	AGL	8
MP	50	DEF	20	LUCK	15
AP	1200	MAG	30	EVA	0
GIL	1200	MAG DEF	20	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	25 (25%)	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	Immune	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1~3	Power Sphere (x2), Al Bhed Potion (x2)	Power Sphere (x2), Al Bhed Potion (x2)	Smoke Bomb	Smoke Bomb	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +3%, Magic +3%
Armor	Dark Ward



ZU

HP	18,000 (1432)	STR	37	AGL	20
MP	50	DEF	20	LUCK	15
AP	1200	MAG	35	EVA	0
GIL	1200	MAG DEF	20	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	95	25 (25%)	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~3	1~3	Power Sphere (x2), Al Bhed Potion (x2)	Power Sphere (x2), Al Bhed Potion (x3)	Smoke Bomb (x3)	Smoke Bomb (x4)	360,000	Skill Sphere (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +5%, Magic +5%
Armor	Dark Ward

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CHOCOBO EATER

HP	10,000 (800)	STR.	25	AGL.	12
MP	5	DEF.	25	LUCK	15
AP	90	MAG.	20	EVA.	0
GIL	970	MAG. DEF.	35	ACC.	25

WEAK POINT (x1.5)
ABSORB (+)
NO EFFECT (/)
HALF DAMAGE (1/2)

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETRIFIC.	SLOW	ZOMBIE	PWR BR.	MAG. BR.	ARMOR BR	MEN. BR.	THREATEN	DEATH	PROVOKE
Immune	Immune	0	40 (5%)	Immune	0	Immune	50	50	50	50	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	RENGEN	DISTILLER	SENOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Lv. 1 Key Sphere (x1)	Lv. 1 Key Sphere (x1)	Potion	Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +5%, Strength +10%, Magic +5%, Magic +10%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

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